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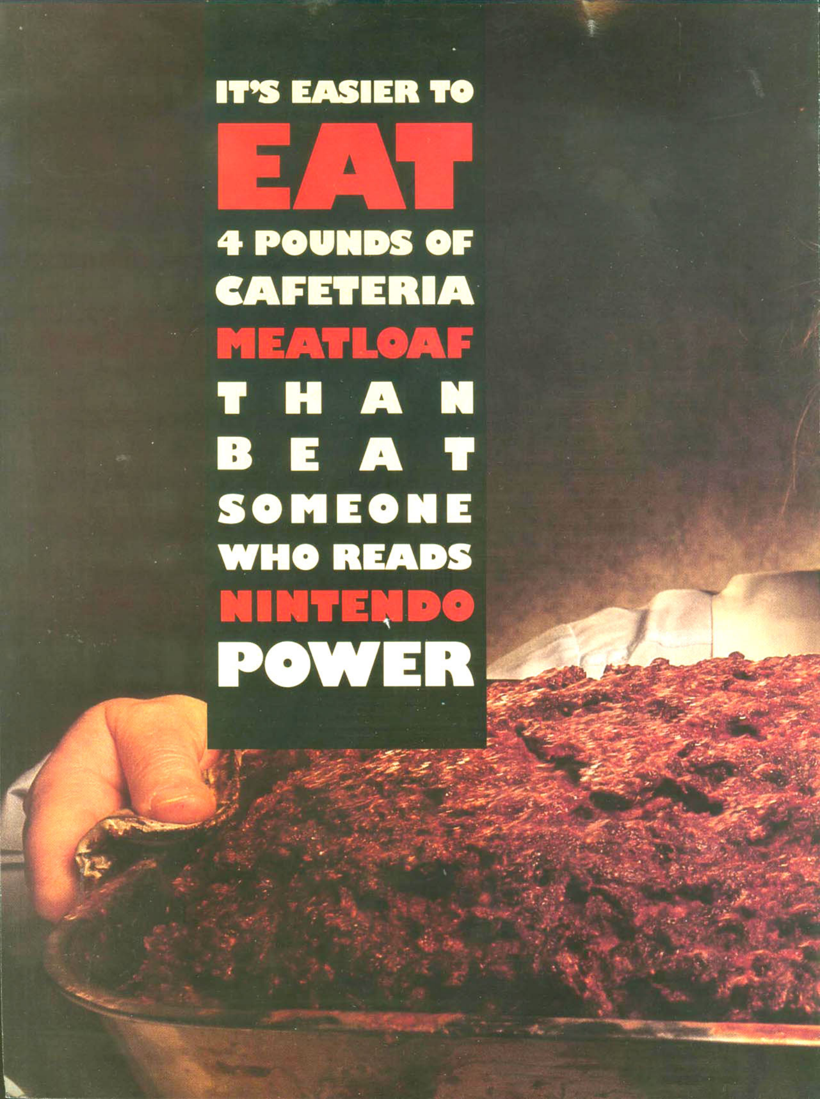
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NINTENDO POWER

AUGUST 1994 VOLUME 63

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My son and a friend lost two Game Boy games on 12-4-93. We looked everywhere for those games to no avail. You can imagine my surprise when this afternoon on the first nice day we've had in many months, I found both of the lost games in my backyard. They have been outside for three and a half months in snow and -20 degree weather. I was happy to solve the mystery of the missing games, but really didn't expect them to still work. My son got his Game Boy and tried both games. They both played great! I am very pleased with your product. Keep up the good work.

LISA WOLF
N. CANTON, OH

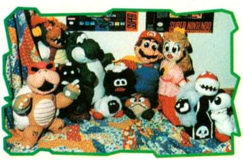
Here is a picture of my dog, Grover, reading the October 1993 issue. He loves to get the latest tips on the newest Super NES games.

MATT WITKOWSKI
BATAVIA, NY

Don't know what it is with pets and Nintendo Power, but they seem to be able to read the magazine as well as anyone else!

Hi! I'm one of your subscribers in Canada and I just want to say that I love your magazine! I'm a pretty artsy person. I draw, paint and do other things like that during my spare time. A few Christmases ago, when I got my new Super NES, I was so excited I decided to make some figures to go beside my Super NES. (I thought it would be cute.) Since it was during Christmas, I had lots of free time, so I started to sew a replica of Mario. After I was done, I created a whole clan of replicas of the characters from Super Mario World! Soon I had 14 figures to put beside my Super NES. Pretty cool, huh? I'm working on a Samus replica right now.

CLEA FORKERT
KINGSTON, ON



What good are Super Power Stamps if they're so hard to get? I mean....they're a great idea, but you should have more ways to get 'em.

MIKE ANDERSON
WAYNE, NJ

Check the Stamp Saver Section in your catalog. Give the monthly Power Players challenge a try! We're planning more ways to get Stamps to you!

I am writing about the Super Power Stamps. I think they're great. I mean you practically can get items for free. I plan on saving them up for the Mario Paint Guide or the Best Play Basketball. I think that there should be more ways to win Super Power Stamps, like more contests and in the Player's Poll. In the Player's Poll Contest, the Grand Prize could be the regular prize plus 10 Super Power Stamps. Second Prize could be the regular prize plus 5 Super Power Stamps and Third Prize could be the regular prize and 3 Super Power Stamps.

FRANK VALENTINE
STATEN ISLAND, NY

Hello? Hello? Am I dreaming or am I looking at my second Super Power Supplies catalog? Well, I'm not dreaming 'cause this thing is filled with way cool stuff. Keep it up NP! I'm looking forward to more Super Power Stamps and the third catalog.

TONY COREY
WASHINGTON, NC

Tony has probably fainted and is lying on the floor right now because he just got his third Super Power Supplies catalog! If you know Tony, read this issue later and please go over to his house to wake him up. But don't forget to tell him that in November of this year, we're gonna hit him with the fourth Super Power Supplies catalog! Nintendo has a truck load of new games coming out later this year and the merchandise in the fourth catalog will certainly reflect that.

IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

We're looking for great summer vacation stories! And we're still on the lookout for photos of you with Nintendo Power at interesting vacation destinations. Send 'em in.

NINTENDO POWER
PLAYER'S PULSE
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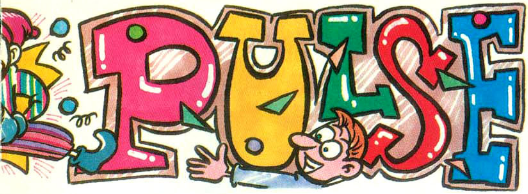

I think the Super Power Stamps are great! I am saving mine up for a Link's Awakening Player's Guide. It will really help me play the game a lot easier. I don't get a lot of money, so it helps me out a whole lot. I really like everything. Like the Mag Protectors—I look in my NPs so much, they can get a little beaten up. I also like the Mag Action Stand. I can't tell you how many times the pages turn by themselves while I'm using them. Not to mention the fact about the genius idea to make the pages plastic. Being the clumsy person I am, all my pages are stained from soda and grease from popcorn and chips. All I do is play my Super NES all night so I eat my dinner and snacks right in front of my TV. I can't wait till I get some more Super Power Stamps so I can order from you!

TIMMY KIECK
WAUKESHA, WI

I just bought something out of the second Super Power Supplies catalog and cut the price almost in half by using Super Power Stamps! I think you should have contests about three times a year where you could win up to 50 Stamps! I wouldn't hesitate to enter that.

JOSH MILLER
CHARLOTTESVILLE, IN

I think the Summer 1994 Super Power Supplies catalog is super! The T-shirts and posters are totally cool! My favorite item is the Super Metroid Limited Edition Print. I think this poster is the best one yet. My order for the poster is already in the mail. The Super Power Stamps that are worth a dollar off are a good idea. Please send more Super Power Supplies catalogs and Stamps!

JOHN WATZKE III
ABITA SPRINGS, LA

CORRECTION! Our apologies go out to Tracy & Jamie Orlando of Rock Falls, Illinois. The TOP 10 list that they sent in was featured in the Player's Pulse in Volume 61, but was improperly credited to Joel Self of Santa Clara, California. Sorry about the mix up!

EDITOR'S CORNER

Play It Loud

Nintendo's current advertising campaign is designed to let you know how our games should really be played: LOUD!!! On the literal front, it makes perfect sense: turn up the volume on your TV when you play games with great sound like Super Metroid. But it also makes sense since Nintendo makes the best games and we've got a lot to shout about! We're excited about the attitude and edge that our "Play It Loud" ads convey, but we do want to know what you think. Please write.

GAIL TILDEN
EDITOR-IN-CHIEF

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Call our Game Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whoever pays the bill.

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Stu
F
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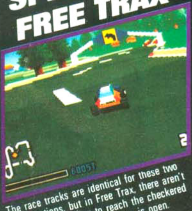
FX
SUPER
FX
AHEAD

THE SUPER FX CHIP STRIKES AGAIN!

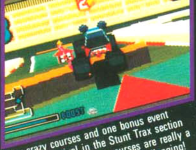
In the sense that you are steering a car around a track and trying to beat your rivals to the finish line, Stunt Race FX from Nintendo is a racing game, but it's like no other race in existence! The power of the Super FX chip allowed for some incredible race tracks to be constructed. One of the most enjoyable options the game delivers, the Stunt Trax, tests your motorized skills in one of five obstacles courses.

SPEED TRAX FREE TRAX



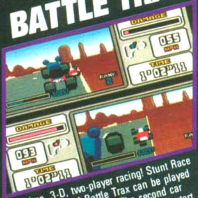
The race tracks are identical for these two racing options, but in Free Trax, there aren't any other cars trying to reach the checkered flag in front of you. The course is open.

STUNT TRAX



Four crazy courses and one bonus event await your arrival in the Stunt Trax section of Stunt Race FX. These courses are really a kick and on top of that, they're challenging!

BATTLE TRAX



Real-time, 3-D, two-player racing! Stunt Race FX makes it easy! Battle Trax can be played as a one-player game, too. The second car chases you about 3.5 seconds after you start.

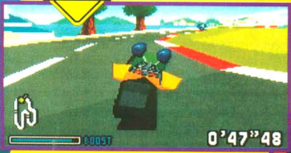
© 1994 Nintendo

ntRace X™

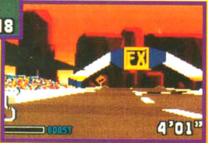
Fox McCloud and company cleaned up the galaxy in Nintendo's first Super FX game, Star Fox, but General Pepper's space aces are taking a little break right now. Don't worry, they'll be back! The current FX action is taking place down on the ground in Stunt Race FX. The flying-by-the-seat-of-your-pants action that Star Fox delivered is captured brilliantly in this gear-grinding racing and driving game. Each one of the race cars has a unique "personality."

360° PERSPECTIVE ON A WHOLE NEW WORLD

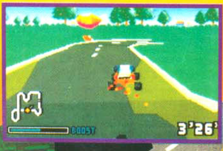
If you take some time to watch the demo scenes, you'll soon see that the world you will be racing in is a realistic 3-D environment. You can choose from three perspectives by pressing the Select Button. But no matter what your perspective changes to, it'll appear that you're really there—in the midst of all the action!



Blasting down the track with the speedy 2WD racer! This view demonstrates the default perspective setting. It rates a "medium" level of difficulty.

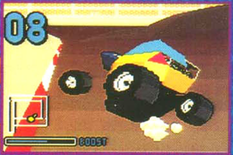


If you select the view from inside the cockpit, in the driver's seat, you've effectively increased the difficulty level of the game.

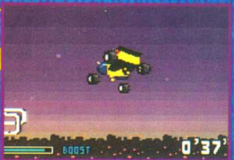


COUPE

We might suggest that you begin your Stunt Race FX racing career with the Coupe. It's not extremely fast and it doesn't have a high top speed, but it handles pretty well and doesn't have a tendency to get away from you, control-wise. It's more durable than the F-Type.



If you get into trouble in a corner or run up against a retaining wall, you can bring the mild-mannered Coupe back under control with relative ease.



We dare you to recreate this scene! Where's the track? Did the Coupe get launched off the side of the track or is this a case of a roving camera?

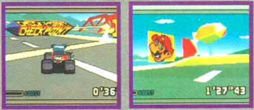
SPEED
140
LIMIT

SPEED TRAX

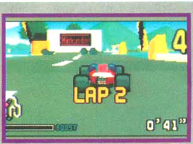
Consisting of twelve totally different tracks spanning three difficulty levels, Speed Trax comprises the main racing section of the game. Before you can access the Master tracks, you'll have to complete the entire Novice and Expert classifications. Go through the Novice classification with each race vehicle to test its performance.

EASY RIDE

A good finishing time for Easy Ride is anything under 2'00". Depending on which car you choose to race with, there are certain areas to watch out for. Be careful going down under the underpass if you've chosen the F-Type racer. You could take some damage.



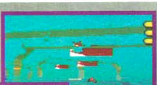
Set up for the next corner as you pass under the Check Point sign and don't let the blimp distract you!



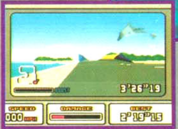
Watch it! There goes the latest shipment of Stunt Race FX Game Paks.

AQUA TUNNEL

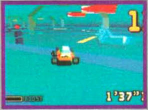
Aqua Tunnel features a section of track built underwater, enclosed in glass. It's a cool effect, but can be a little distracting at first. Pay close attention to the corners while racing through the tunnel and set yourself up properly to be able to take them at full speed. Use a little bit of Boost when exiting the tunnel so you maintain your momentum going up the hill toward the finish.



If you shift to the cockpit perspective while blasting through the tunnel, you'll wind up with drops of water splashing up onto your windshield. Cool!



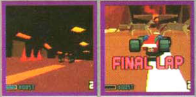
Don't let Flipper frighten you when he jumps up and over the track. You won't hit him.



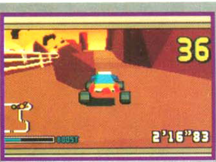
It looks like there may be a sunken ship near the tunnel. Don't let it distract you.

SUNSET VALLEY

Sunset Valley is the most dangerous track in the Novice classification. Some corners are not adequately marked and there are large rocks that have fallen onto the track. The sound is really cool when you go through tunnels.



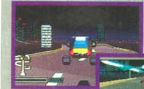
Steer clear of the cones in the tunnel and give a wide berth to the herd of range animals when you begin your final lap.

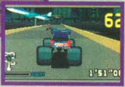


During the third and final lap, big boulders will falls from the cliffs above the track. They can put you out of commission quickly.

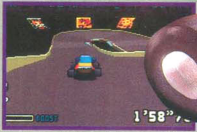
NIGHT OWL

If you're good, you could have 100 or more extra seconds built up by the time you reach this track. That's really the purpose of trying to achieve the best possible time. Extra Time carries over to the next race and allows more room for error.





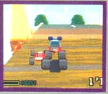
You'll catch some air just after the first corner. You'll benefit by keeping your rig down on the track!

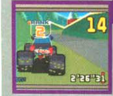


Use the L and R Buttons for extra cornering ability. Especially when faced with tight hairpin corners like this!

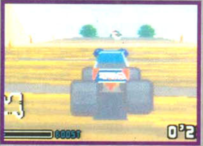
KING'S FOREST

The Expert classification starts off with a foggy little cruise on the King's Forest track. It's not an extremely difficult course, but there are some tight corners that can cause difficulties. The fog burns off during the second lap and the sun comes out in full force.





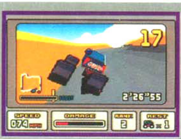
You can press the X Button to stretch your vehicle up and "jump" over a rival. A good passing technique!



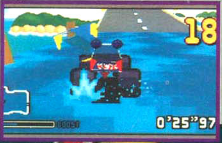
Your visibility is reduced a little bit by the fog, but not so much that you won't be able to see every corner when you need to.

SEA BREEZE

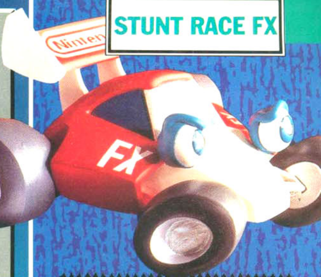
Sea Breeze looks like it should be a breeze. There aren't any really sharp corners! However, there are some obstacles in the half-pipe section that can throw you for a loop. Try to stay low in the half-pipe if you can.



The half-pipe section is probably best navigated by the 4WD vehicle. It rolls best with the rounded terrain.

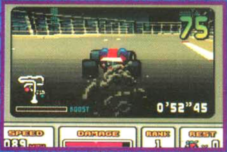


Stay to the left through the water in order to pick up the Boost Power-Ups. You'll need them if you want to score a great time.

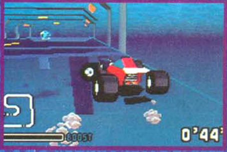


F-TYPE

As far as the ability to take and withstand damage, the F-Type racer is the weakest of the three main vehicles. It's also the slowest accelerating vehicle out of the three. However, it does have the fastest top speed—140 mph flat out.



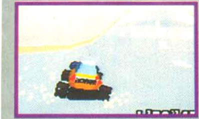
The F-Type is in sad shape here. It's taken quite a bit of damage and is smoking heavily. Hope for a Damage Power-Up to come along.



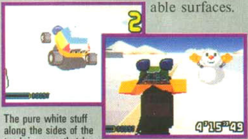
The F-Type vehicle is great to use on tracks that feature long, straight stretches and sweeping corners. Once the F-Type gets up to speed . . . watch out!

WHITE LAND

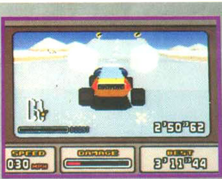
Miserable conditions prevail at the White Land race track. The entire course is covered with snow and ice. The 4WD vehicle is the best choice here because it's very stable on unpredictable surfaces.



When landing a jump, it's important to have your racer pointed in the right direction. You could spin out, otherwise.



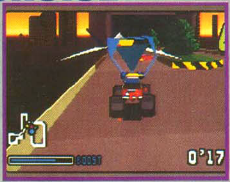
The pure white stuff along the sides of the track is snow that has been cleared away. Try not to get into it!



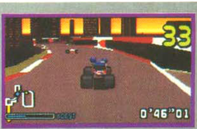
On the third lap, down the back straight, a pair of snowballs will roll at you. Go between them!

NIGHT CRUISE

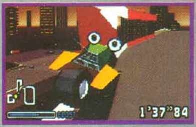
The fourth and final race track on the Expert circuit (excluding the Bonus Round), Night Cruise, features some very tight corners. Imagine that you're competing in a Grand Prix and you're racing through the streets of some big city. That's the feeling that you'll get on this track. Selecting the cockpit view provides constant thrills on this track. The corners come up very quickly and you have limited time to react.



Just after the start/finish section, Fox McCloud takes a short break from training for his next mission and swoops down in his Arwing fighter to drop off a Boost Power-Up for you.



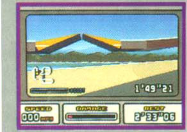
Use Boost through the long, sweeping "S" turns. Don't use the L and R Buttons.



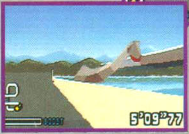
Check out the track below! Again, you're racing in a realistic 3-D world.

LAKE SIDE

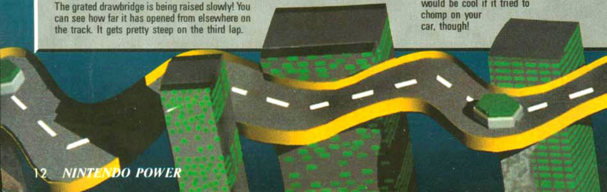
You've worked your way through the Novice and Expert circuits and have earned the right to compete in the Master classification! The Lake Side track features a classic racing layout and some very cool and interesting special effects . . . like a drawbridge! It's really got it all.



The grated drawbridge is being raised slowly! You can see how far it has opened from elsewhere on the track. It gets pretty steep on the third lap.

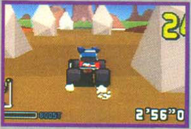


It's a very good thing that the polygonosaurus is a vegetarian! It would be cool if it tried to chomp on your car, though!

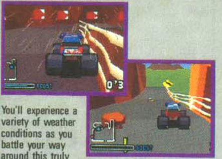


BIG RAVINE

Because of the length and layout of the Big Ravine track and the time constraints applied in the Speed Trax races, this race may prove to be the most difficult. Get in some practice on the hairpin turns!



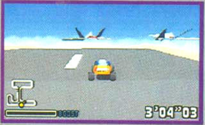
There are some very large obstacles to watch out for on the Big Ravine track.



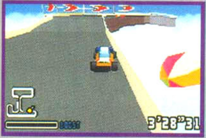
You'll experience a variety of weather conditions as you battle your way around this truly treacherous track.

SKY RAMP

Built entirely in the clouds, the Sky Ramp track features rolling ups and downs along extended straight stretches and turns that are mainly of the 90 degree variety. You'll be using the L and R Buttons quite a bit here.


BOOST
3'04"03

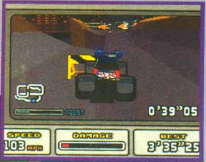
The Star Fox squad is checking out the Sky Ramp race and will make a few fly-bys.

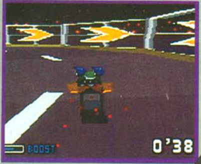

BOOST
3'28"31

It's not too often that a blimp floats below you! This should give you a strong indication of how high up you are.

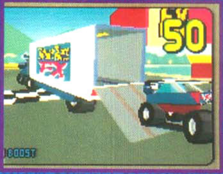
HARBOR CITY

The Harbor City track is probably the longest track in the entire game. This 3 minute-plus trek covers a course that is wide open, for the most part. There are some obstacles to contend with, though. For example, there is a section of the half-pipe part of the track that is missing. Boxes and cones are also scattered about.


BOOST
0'39"05
SPEED
103 MPH
DAMAGE
BEST
3'35"25

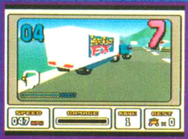


Harbor City is just as challenging if you run it backwards! Have some Free Trax fun! Rules? What rules?

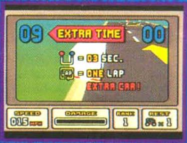


BONUS BIG RIG DRIVIN'

After you complete the first two races in the Novice, Expert and Master classifications, you can choose to get behind the wheel of a big 18-wheeler. Your goal is to earn Extra Time and Extra Cars by maneuvering through gates and completing laps. Driving this humongous road hog is a radical departure from driving the speedy, nimble race vehicles.


04
7
BOOST
SPEED
047 MPH
DAMAGE
RANK
1
BEST
× 0

The 18-wheeler is not fast at all and the steering response is totally different from any of the other race vehicles.


09
EXTRA TIME
00
= 03 SEC.
= ONE LAP
EXTRA CAR!
SPEED
015 MPH
DAMAGE
RANK
1
BEST
× 1

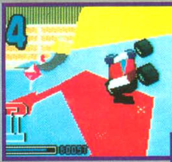
Adding Extra Time to your race timer is great, but getting an Extra Car means the same thing as earning an extra Continue.

STUNT TRAX

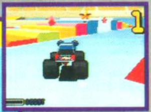
Welcome to the crazy world of the Stunt Trax! In this part of Stunt Race FX, you are presented with four courses and a "bonus" course upon completion of the initial four. Your task for the first four courses is to make it to the finish line before time runs out and to collect as many stars as you can. It's not as easy as it sounds!

ICE DANCE

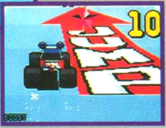
Getting off course during an Ice Dance run is not a good idea. Your time will run out quickly. Head straight for the doors.



In the section of Ice Dance that features several quarter-pipes, it's very easy to run out of time. If you want to go for the stars, don't go up high on the quarter-pipes—stay down low. Head for the exit if you're low on time.



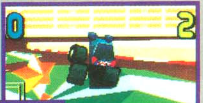
Press the X Button to leap off the end of a jump if you need more distance.

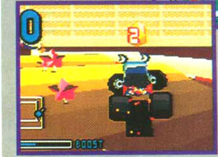


ROCK FIELD

When it comes to collecting stars, the square-shaped Rock Field course is easy to complete with a PERFECT score. The only tricky sections are the hazardous and potentially damaging whoop-de-doos. Blaze through the rest of the course!

Approach the green and white-striped bowl-shaped obstacles head-on. You could easily get turned around, otherwise.

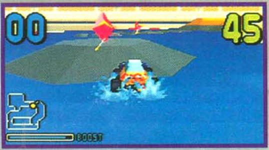




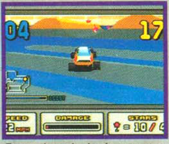
A direct, head-on approach should also be employed as you make your way over the whoop-de-doo section of the Rock Field course. The 4WD handles this section much better than the other race vehicles do. Good suspension!

BLUE LAKE

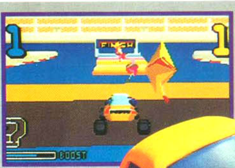
Someone left the water running! There are no deep sections, but the water in Blue Lake keeps the Coupe and F-Type racers bogged down. Go for the 4WD. Its monster mudder tires breeze through the water.



Use Boost every now and then to keep your speed up because the water tends to hinder your goal of forward motion.



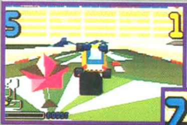
To save time, take the shortest route that will give you the most stars. Know where you're gonna go!



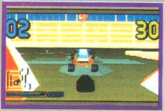
Uh-oh. The finish is in sight and the Coupe doesn't have enough speed to clear the last big set of ramps!

UP' N DOWN

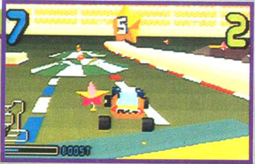
Again, on the Up 'N Down course, the 4WD vehicle seems to be the best choice for making the run for the finish. There are lots of tall jumps on this course, hence the name Up 'N Down. The suspension systems of the Coupe and F-Type just don't handle the kind of abuse that this kind of course can dish out. But the 4WD, being the hungry racer that it is, gobbles it right up and asks for more!



It may not look like it, but it's pretty easy to miss the stars that are placed in the centers of the green and white-striped bowls.



This is the proper way to land a jump—vehicle aimed straight ahead with the wheels square to the ground.

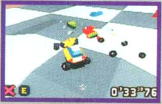


This landing may be another story. The Coupe may not be in a good position to pick up the next star.

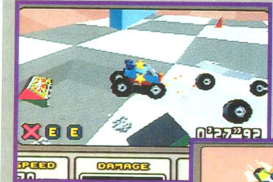
RADIO CONTROL

RADIO CONTROL

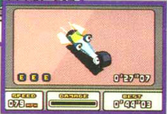
The Super FX chip gives you the ability to rotate any polygon and see it in a true 3-dimensional view, so why not take a view from a stationary perspective while the action goes on around you? In the Radio Control section of Stunt Trax, you take a bird's-eye view of the play field. Your perspective rotates in one location, much like a camera would view the action. Your goal is to knock the three other vehicles out of commission.



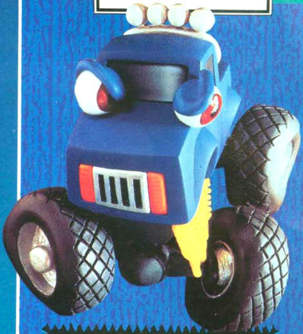
C-YA! Wouldn't wanna be ya. Number 2 busts apart as you continue your search for victim number 3.



SLAM!!! The first casualty of the Radio Control course bites the dust. Even the slightest touch will take a vehicle out, but your car won't take any damage.

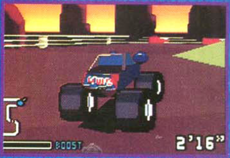


Getting up close and personal with the 2WD racer as it passes almost directly underneath your viewpoint. You can't see much around you here.

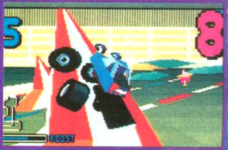


4WD

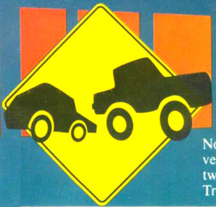
For strength, quickness and cornering ability, the mini-monster truck 4WD just can't be beaten. It's a heavy duty ride! And it's a good bet that it may end up being your favorite vehicle to race with if you give it a chance to prove itself.



All four wheels getting traction is a big help when it comes to cornering and blasting out of those corners. A shot of Boost rockets the 4WD ahead.



Tall obstacles like this spire in a Stunt Trax course can be scaled by the ground-gripping 4WD. The only thing it can't climb are vertical walls.



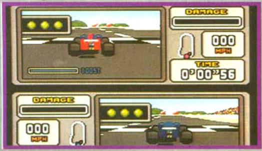
BATTLE TRAX

Not only does Stunt Race FX give you the thrill of taking the controls of a wild race vehicle, you can also take to the tracks and race against a friend! Battle Trax is the only two-player mode in the game. It has a split-screen view. You can also race on the Battle Trax courses by yourself and the computer will control the other racer.

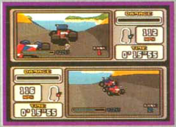
MARINE PIPE

MARINE PIPE

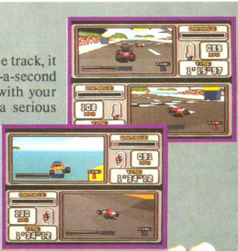
If you view the small on-screen map of the Marine Pipe track, it looks pretty oval-ish and uneventful. It's not a thrill-a-second kind of track, but if you get into a bumping match with your rival, the half-pipe sections of the track can pose a serious problem, especially if you're racing with a vehicle that spins out easily. If your vehicle gets rammed in the half-pipe, you could end up going over the edge of the track and into the water. Splash! You lose.


DAMAGE
000
MPH
TIME
0'00"56
BOOST
DAMAGE
000
MPH

There they go! Just before the race starts, or during the race, you can change your perspective. Just press Select.


DAMAGE
112
MPH
TIME
0'15"55
DAMAGE
116
MPH
TIME
0'15"55

The battle rages on! The 4WD has to look over its fender to see where the F-Type is. Stay on the Boost.

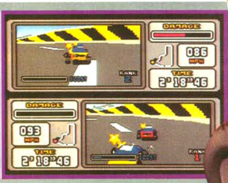

DAMAGE
089
MPH
TIME
1'15"97
DAMAGE
108
MPH
DAMAGE
091
MPH
TIME
1'34"12
DAMAGE
130
MPH
TIME
1'34"12

Whoa! The F-Type rammed the Coupe in the half-pipe and has sent it over the edge of the track. It's one way to win, albeit sneaky.

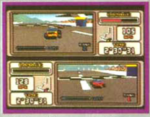
COTTON FARM

COTTON FARM

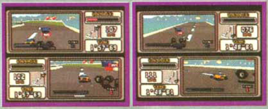
The Cotton Farm is another track that has a classic racing layout. There are no big surprises, but the racing action could get hot because of the S-turns and the hairpin turn. Enter the hairpin turn on the outside of the track and try to cut the corner as much as you can. Once you've made it half of the way through the turn, get all over the Boost and scream like a rocket down the stretch to the finish line.


DAMAGE
086
MPH
TIME
2'18"46
DAMAGE
093
MPH
TIME
2'18"46

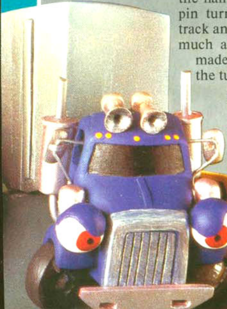
When two cars of the same type race against one another, often the only way a driver has to get ahead is to resort to nasty tactics. Here, one Coupe is knocking the other out of first place by smashing it into the side-rail of a particularly tight corner.


105
2'30"31
128
2'30"31

The Coupe has run out of Boost. Just be patient. A supply will automatically build back up.

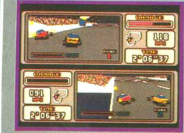


To avoid getting bumped by the Coupe as it attempts to pass, the 4WD has extended itself up. A jump, if you will.

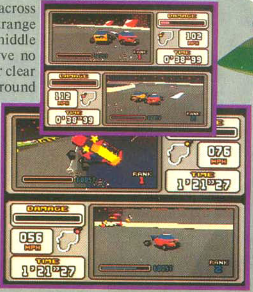


PORT ARENA

The Port Arena track is fairly long and features a few obstacles that can really give you problems, especially if you're locked in a tight battle for the lead! Down the back straight, just after you've reached the top of the short incline section, you'll come across a median. They're those strange things that just sit out in the middle of the road and appear to serve no real purpose. You have to steer clear and go around them. Just around the next corner are two more of the crazy things!


DAMAGE
118
MPH
TIME
2'06"37
RANK
091
2'06"37

A great move! The Coupe bumped the F-Type into the wall and now appears to be in position to win the race!

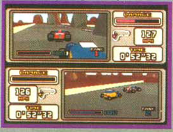

DAMAGE
102
MPH
TIME
0'38"99
RANK
112
0'38"99
076
1'21"27
056
1'21"27
BOOST

This shot is another prime example of how cool the various perspectives can be in Stunt Race FX. The split-screen view shows the Coupe exploding from two angles!

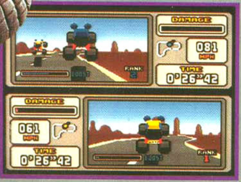
TOXIC
DESERT

TOXIC DESERT

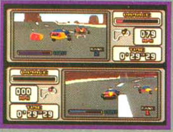
There are a few gigantic boulders sitting in the middle of the course down the back stretch of the Toxic Desert track and a couple of hazardous road swells that act like jumps as you near the finish line. Other than that, Toxic Desert is non-toxic. Sterilized, if you will. The track is wide open and you shouldn't have much trouble if you want to try for a pass. However, this can also play to your disadvantage if you are in the lead.


DAMAGE
127
MPH
TIME
0'52"32
126
0'52"32

If you prefer, you can try to go around the boulders on the right, but there's more room on the left.


DAMAGE
081
MPH
TIME
0'26"42
RANK
061
0'26"42

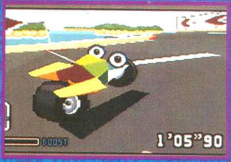
What is this? Formation racing? Both 4WD vehicles have launched themselves off of the road swells. Taking jumps while at full throttle is too cool!


DAMAGE
079
MPH
TIME
0'29"29
000
0'29"29

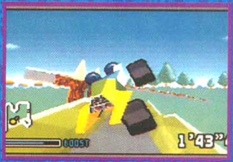
If you want to experience a shocking head-on collision, just have one player turn around and stand on it!

2WD

Once you've completed all of the courses in Free Trax, you can race with the speedy 2WD vehicle. The same goes for the Speed Trax, except there are more races that you have to complete. The 2WD is like a motorcycle and it's pretty difficult to keep under control, especially when it reaches speeds around 140 mph!


BOOST
1'05"90

The steering is very sensitive. It will take more time to get the control of the 2WD vehicle down pat. It's difficult, but have some fun with it!



Select the 2WD and enter King's Forest on Free Trax. Turn around and hammer the throttle. You'll be treated to a launch off of the best jump in the game!

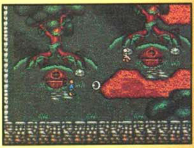
Software Copyright 1994 Interplay Productions
With the cooperation of the Tolkien Estate, All Characters from the Lord of the Rings Copyright George Allen & Unwin Publishers LTD, 1981

J.R.R. Tolkien's
THE LORD OF THE RINGS
Volume 1

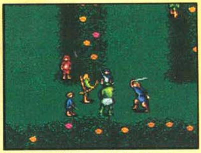
With skilled brush strokes and a haunting tune, Interplay has transformed J.R.R. Tolkien's classic fantasy into a magical adventure for up to three players. Closely following the path of the fictional Frodo, your furry-footed hero leaves his home in Hobbiton and battles orcs and other dangers from the Barrow Downs to the Mines of Moria. Piecing together clues and aiding in quests, the party navigates the endless twists and turns of their chosen path.

ONE RING TO RULE THEM ALL

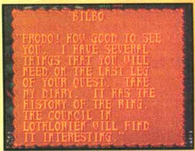
In the third age of Middle-earth, Sauron again rose to power in the dark land of Mordor, commanding fell beasts and evil, twisted men. Nothing could stop his domination of the west . . . except the Ruling Ring, which he had lost in another age. Now that the Ring has been found, the only hope is for a party of hobbits and their companions to take the Ring beyond the Misty Mountains to the land of Lorien. Fans of Tolkien's fantasy will recognize the fellowship and many landmarks, but this adventure has its own secrets and dangers.



You can use the Super NES Mouse instead of a regular Controller, but we don't recommend it.



Up to three players can join in the quest using a multi-player adapter and extra controllers.



BILBO

"FRODO! HOW GOOD TO SEE YOU. I HAVE SEVERAL THINGS THAT YOU WILL NEED ON THE LAST LEG OF YOUR QUEST. TAKE MY DIARY. IT HAS THE HISTORY OF THE RING. THE COUNCIL IN LOTHLORIEN WILL FIND IT INTERESTING."

Experience The Lord of the Rings on a new, interactive level, and expect the unexpected.

THE FELLOWSHIP OF THE RING

Frodo must gather all the strength that he can if he is to survive the trek through the wilderness to Rivendell. Since strength comes in numbers, it's a good idea to bring companions along. Most of the same characters who appeared in the story will join Frodo, but at different times. Frodo leads the way until Aragorn meets them in Bree and assumes command.

FRODO BAGGINS

A gentlehobbit of Hobbiton in the Shire, Frodo inherits the Ring and all of its troubles.

SAMWISE GAMGEE

Simple but courageous, Samwise serves Frodo as gardener and valet. He dearly wants to see elves.

PIPPIN TOOK

The youngest member of the fellowship is brave but foolhardy. Don't let him wander off.

MERIADOC BRANDYBUCK

Frodo's cousin waits at Crickhollow to join the party when they enter the Old Forest.

ARAGORN

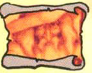
Also known as Strider in the north, Aragorn is a ranger and heir to the throne of Gondor.

GIMLI

Gimli the dwarf has traveled far to join Frodo. With an axe in his hands, he is a terror.

LEGOLAS

Legolas, an elf from distant Mirkwood, uses a bow and arrow to keep orcs at bay.

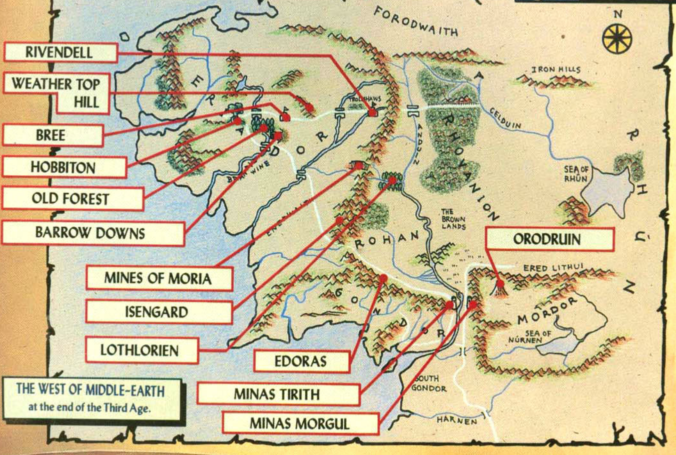


GANDALF

Gandalf belongs to the order of wizards. The quest of the Ring is his great task in Middle-earth.

THE HOPE OF THE WEST

West of the mountains lies a wilderness of rivers, forests and ruins. The company must pass unseen through this land, but Sauron's unsleeping eye watches all.



THE WEST OF MIDDLE-EARTH
at the end of the Third Age.

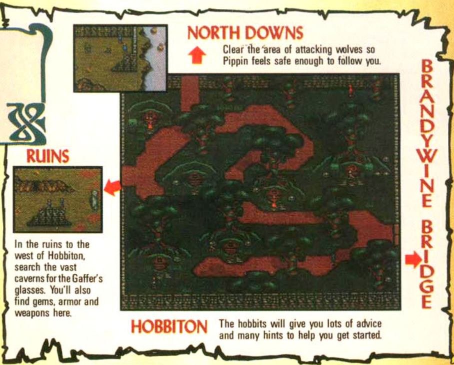
RIVENDELL
WEATHER TOP HILL
BREE
HOBBITON
OLD FOREST
BARROW DOWNS
MINES OF MORIA
ISENGARD
LOTHLORIEN
EDORAS
MINAS TIRITH
MINAS MORGUL
ORODRUIN
FORODWAITH
N
IRON HILLS
ERIADOR
TROLLSHAWS
RHOVANION
CELDUIN
ANDUIN
BRANDYWINE
SEA OF RHÛN
RHÛN
THE BROWN LANDS
ROHAN
EREDLITHUI
MORDOR
SEA OF NÚRNEN
GONDOR
SOUTH GONDOR
HARNEN

ESCAPE FROM THE SHIRE

At the start of the game, the Ring Wraiths are already at the borders of the Shire. Your first task is to enlist the help of Pippin and Sam, then head cross country to Crickhollow where Merry is waiting. From there, your journey leads into the mysterious Old Forest where Tom Bombadil lives.

IN THE SHIRE

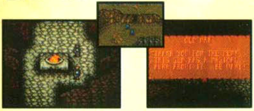
Begin your quest by talking to all the hobbits in **Hobbiton**, then leave by the north gate and defeat all the wolves so **Pippin** will follow you. Since Sam won't leave his aging Gaffer until you find the old man's **glasses**, head west to the caves and search them using the maps in the manual. The caves are vast, dark and full of foes, so beware. You'll also need to find **two gems** in the caves. When you receive the **Key to Hobbiton,** leave town, but don't cross the bridge. Leave the trail and head south and east toward **Crickhollow** and the Brandywine River. To cross the **ferry**, you'll have to help **Farmer Maggot** by defeating an attacker then recovering his jug from **Ted Sandyman**. Finally, take a **note** and **oar** to the **ferryman**.



NORTH DOWNS Clear the area of attacking wolves so Pippin feels safe enough to follow you.

RUINS In the ruins to the west of Hobbiton, search the vast caverns for the Gaffer's glasses. You'll also find gems, armor and weapons here.

HOBBITON The hobbits will give you lots of advice and many hints to help you get started.



Once you've found the fern in the cave, take it to an old man in another cave who will give you the gem.

The Gaffer relinquishes the key to the gate if you return his glasses.

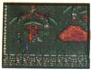
BAG END

Frodo must leave his home at Bag End and make his way toward Rivendell. Gandalf has left a message indicating that he should first head for the town of Bree, which is not far from the Shire. But rumors of Ring Wraiths on the roads have already been heard in Hobbiton, so every step Frodo takes leads him toward danger, not away from it.

THE LEGEDD OF TOLKIEN

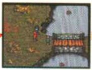
When J.R.R. Tolkien first published his epic tale, no one had ever heard of orcs or Mordor. It was a work of incredible imagination. Tolkien, a linguist at Oxford University, even created languages for the imaginary peoples of his realm. The story of the Ring is encompassed in three volumes: The Fellowship of the Ring, The Two Towers, and The Return of the King. You can add immeasurably to the richness of this game by reading them.

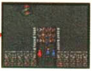
HOBBITON



BRANDYWINE BRIDGE

Talk to all the hobbits before leaving on your journey. Don't cross the bridge!

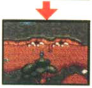




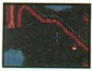
BREE

Although the road to Bree across the bridge is faster than the Old Forest route, your party can't fight off the Ring Wraiths waiting beside the road.

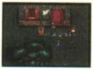
OLD FOREST



Everything is strangely aware in the Old Forest. Even the pathways change, steering you toward Old Man Willow.

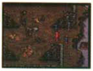


FARMER MAGGOT



You'll have to lend a hand to Maggot before crossing at the ferry.

THE FERRY



Use the note from Farmer Maggot and the oar to cross the river.

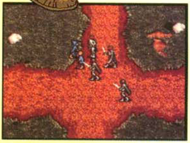
TRAVEL AIDS

Take the mushrooms and other items found in the bags.

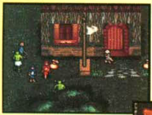
RING WRAITHS

The nine Ring Wraiths of Mordor are Sauron's most terrible servants. These ghosts cannot see in the light of day, but they are drawn to the One Ring. If you cross the Brandywine Bridge, you'll discover just how strong they are. Avoid the Wraiths at all costs!

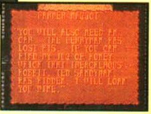
Although you have barely left the fields of the Shire, the dangers mount with each step. Fortunately, the tiny hobbits are a sturdy folk and their daggers bite deeply into the ankles of unwary foes. If you are playing alone, remember that you can switch control from your leader to the other members of your party. When new hobbits join you, carefully watch their hit points until they've gained several levels of experience. You don't want to leave a comrade behind.



Hobbits with daggers are no match for the servants of Sauron. Take the long way around.



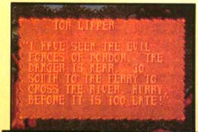
Orcs have attacked Farmer Maggot's house. You've arrived just in time to save him.



FARMER MAGGOT

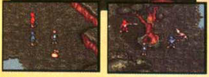
"YOU WILL ALSO NEED AN OAR. THE FERRYMAN HAS LOST HIS. IF YOU CAN FIND MY JUG OF HONEY WHICH THAT TREACHEROUS HOBBIT, TED SANDYMAN, HAS HIDDEN, I WILL LOAN YOU MINE."

What an oar-deal. Find the Honey Jug and Maggot will lend you an oar.

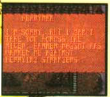


TOM LIPPER

"I HAVE SEEN THE EVIL FORCES OF MORDOR. THE DANGER IS NEAR. GO SOUTH TO THE FERRY TO CROSS THE RIVER. HURRY, BEFORE IT IS TOO LATE!"

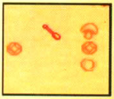


While searching for the Hobbit Juice, you'll face countless attacks by wolves.



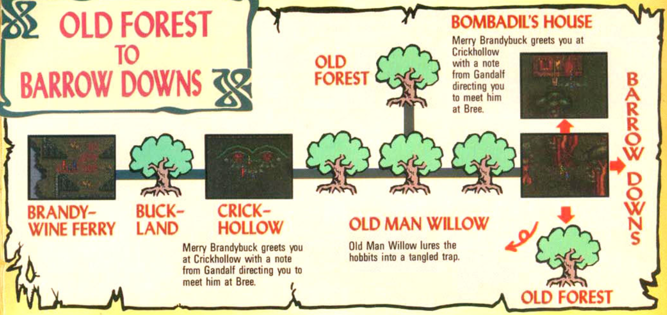
FERRYMAN

I'M SORRY, BUT I CAN'T TAKE YOU ACROSS THE RIVER. FARMER MAGGOT HAS WARNED ME AGAINST FERRYING STRANGERS.



Farmer Maggot's note and oar are your tickets to cross the river.

OLD FOREST TO BARROW DOWNS



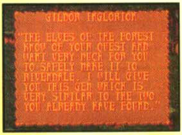
BOMBADIL'S HOUSE: Merry Brandybuck greets you at Crickhollow with a note from Gandalf directing you to meet him at Bree.

CRICKHOLLOW: Merry Brandybuck greets you at Crickhollow with a note from Gandalf directing you to meet him at Bree.

OLD MAN WILLOW: Old Man Willow lures the hobbits into a tangled trap.

Once Frodo and his companions have landed safely on the east side of the Brandywine, proceed straight ahead through Buckland—the narrow strip of the Shire where Frodo was raised. Soon, you will reach **Crickhollow** where **Merry Brandybuck** is waiting. **Gandalf's note** instructs you to head east to reach **Bree**. The roads aren't safe, but the eerie **Old Forest** is hardly any safer. You'll also meet a company of **elves**. Listen closely to their advice. Farther on, a man will give you the **Key to Bree**. The path in the Old Forest leads you to **Old Man Willow**, who captures your companions. Seek out **Tom Bombadil**, who lives in the northern part of the woods, then return to the tree. Soon, Bombadil appears and frees your friends.

The next leg of your journey takes you into the haunted **Barrow Downs**. Here you'll find a maze of passages and ancient tombs. If you disturb the tombs, **Barrow Wights** appear and attack you. You'll find several **elven amulets** in this area along with lots of **gold**, better **armor** and **weapons**, and the **keys** to locked tombs. Follow the maps on the next pages to navigate the maze of the Downs. The gold can buy you **information** and **items** in **Bree**.


GILDOR INGLORION

"THE ELVES OF THE FOREST KNOW OF YOUR QUEST AND WANT VERY MUCH FOR YOU TO SAFELY MAKE IT TO RIVENDALE. I WILL GIVE YOU THIS GEM WHICH IS VERY SIMILAR TO THE TWO YOU ALREADY HAVE FOUND."

Gildor Inglorion, an elf lord, gives you a gateway gem.

Old Man Willow has a taste for hobbits. He'll lure your companions into a trap.

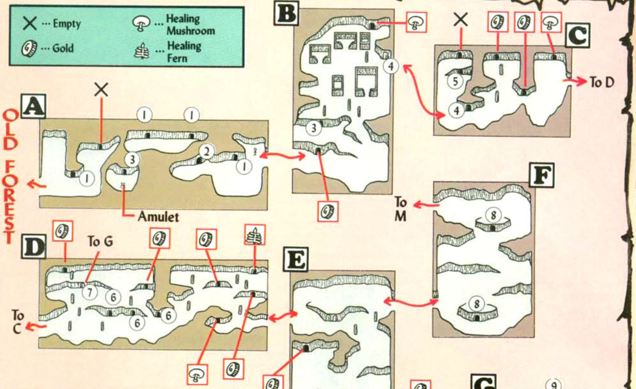
The elves near the Old Forest have much wisdom. Ignore them at your own risk.

OLD MAN WILLOW

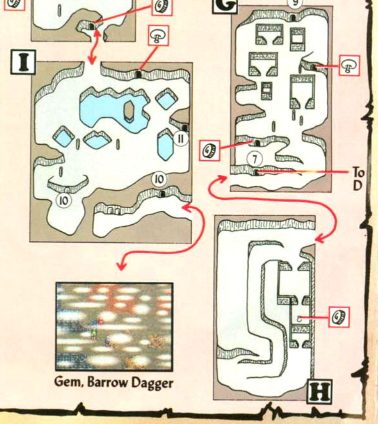
Old Man Willow sings a bewitching song to lure travelers to a terrible fate. His singing is so powerful that he controls all the trees and paths in the Old Forest. Some say that he is related to the dark Huorns of Fangorn Forest across the Misty Mountains, but nobody knows for sure. Although his sleepy song is reportedly beautiful to hear, Old Man Willow has a rotten core. Only Tom Bombadil, the most ancient being in Middle-earth, has the power to command the Willow.

BARROW DOWNS TO BREE

The Barrow Downs were once the homes of proud kings who fell into evil. Now they jealously guard their hoard of treasure and dark secrets. The mists that cloak the Downs will chill a traveler to the bone.


✕ ... Empty
🍄 ... Healing Mushroom
🪙 ... Gold
Healing Fern
A
B
C
D
E
F
OLD FOREST
Amulet
To D
To M
To G
To C
1
2
3
4
5
6
7
8

CAVE	ITEMS
1	🍄 🪙 Tomb Key Leather Armor
2	Barrow Dagger
3	🍄 🪙 Padded Armor
4	🍄 Leather Armor Letter
5	🪙 Tomb Key
6	🪙 (Poison Snakes)
7	🍄 🪙 Tomb Key, (Big Door)
8	🪙
9	Tomb Key
10	Barrow Dagger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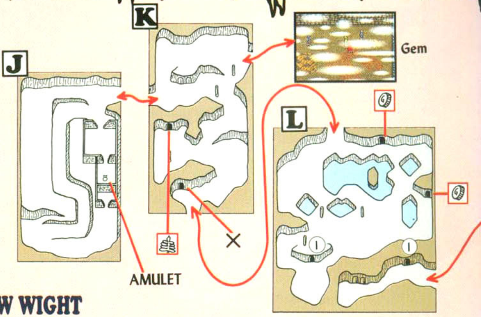
Gem, Barrow Dagger



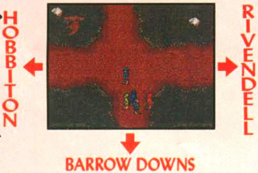
BARROW WIGHT

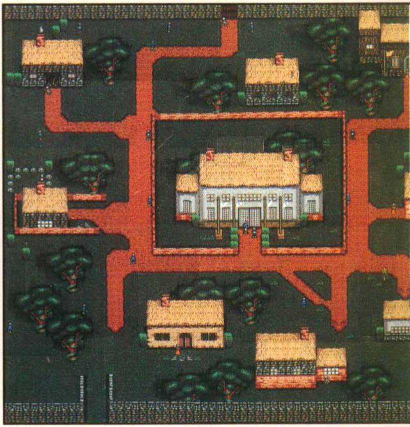
The Barrow Wights fly out of their tombs when trespassers venture near. The Wights inside tombs don't put up much of a fight, even against poorly armed hobbits. Trolls and poisonous snakes prove more dangerous. Wights outside the Barrows can be far more dangerous than their indoor kin.

BREE

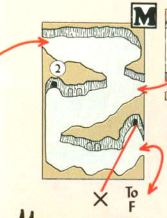
BREE The town of Bree is home to both men and hobbits. Here you will meet Aragorn the ranger and prepare for the hard journey to Rivendell. Listen closely to what the Breelanders have to say.

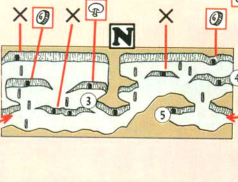
THE GATE Take the north road from the crossroads to the gate of Bree. There, give the gatekeeper the proper key and the note from Gandalf to gain entrance.

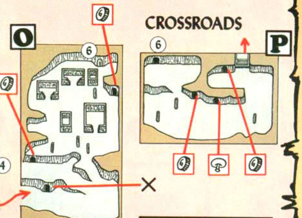




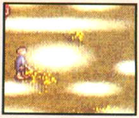
CAVE	ITEMS
1	🍄
2	🪙 TOMB KEY
3	CHAIN MAIL
4	🪙 TOMB KEY







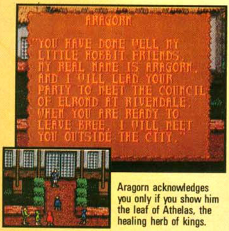
CAVE	ITEMS
5	Barrow Dagger
6	🪙 Chain Mail



Be sure to speak with everyone. You'll find a woman's ring in the Wilderland caverns along with Legolas' bow. Be sure to map the caves. Another woman gives you a letter only if Aragorn is with you. Beyond Bree lie the mazes of Wilderland and the dark secrets of Moria.

"IT WILL COST YOU MORE THAN THAT."

You can buy armor and weapons in Bree. You can also pick up better equipment in the Barrow Downs and the huge cave of Wilderland.



ARAGORN

"YOU HAVE DONE WELL MY LITTLE HOBBIT FRIENDS. MY REAL NAME IS ARAGORN. AND I WILL LEAD YOUR PARTY TO MEET THE COUNCIL OF ELROND AT RIVENDALE. WHEN YOU ARE READY TO LEAVE BREE, I WILL MEET YOU OUTSIDE THE CITY."

Aragorn acknowledges you only if you show him the leaf of Athelas, the healing herb of kings.

BEWARE THE MINES OF MORIA...

Trolls and Balrogs lie ahead, but the final journey to Mordor must wait for Volume Two.

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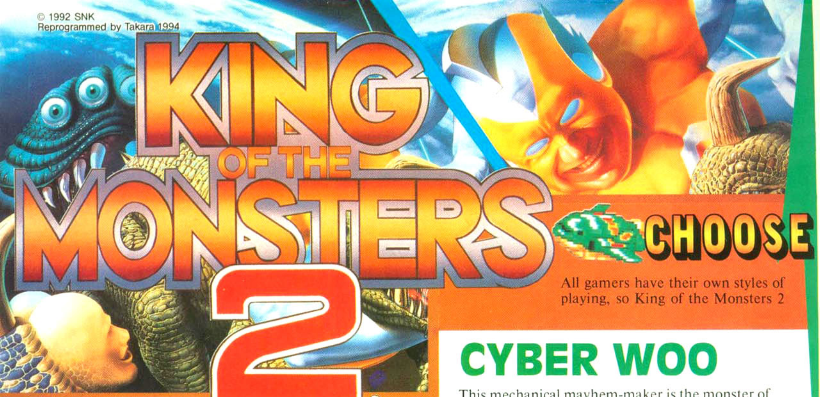
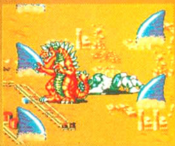
Reprogrammed by Takara 1994



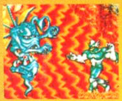
KING OF THE MONSTERS 2®

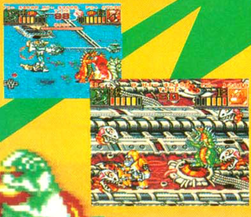
Giant monsters ravaged the Earth, and the humans cowered in fear. Then, when Alien forces landed on Earth, they ended up being worse than the monsters! Now Earth's only hope for survival lies with the King of the Monsters.

BIG MONSTER ACTION!



King of the Monsters 2, by Takara, gives you a chance to recreate the action of your favorite B-rated movie. Crush small buildings, munch jet fighters, and combat the evil Alien hordes that threaten the Earth. You can even battle your friends in a two-player mode.



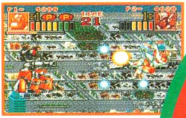


CHOOSE

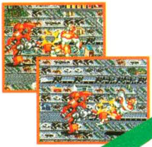
All gamers have their own styles of playing, so King of the Monsters 2

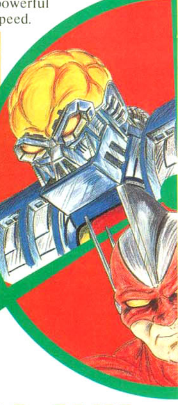
CYBER WOO

This mechanical mayhem-maker is the monster of choice if you are looking for a well-balanced fighter. Cyber Woo has powerful attacks as well as good attack speed.



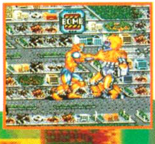
If you get a chance to power-up Cyber Woo, you can blast opponents with an explosive Laser Cannon!

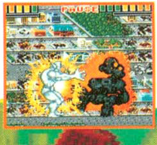


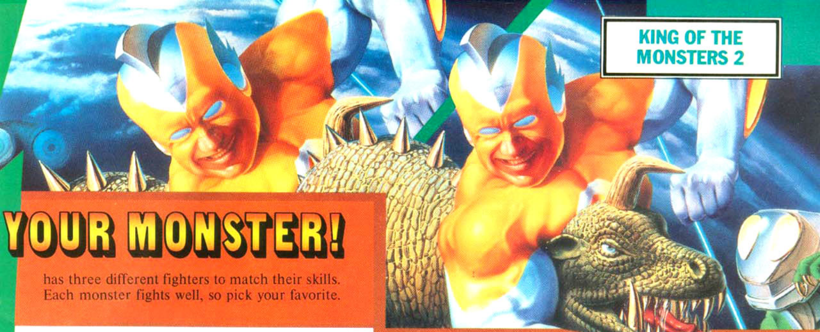


ATOMIC GUY

The power of a nuclear explosion courses through Atomic Guy's veins. High-voltage attacks and lightning fast reactions make this monster the one to beat. Choose this character if you're a beginner!





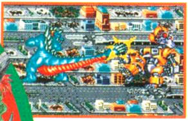


YOUR MONSTER!

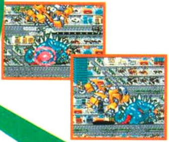
has three different fighters to match their skills. Each monster fights well, so pick your favorite.

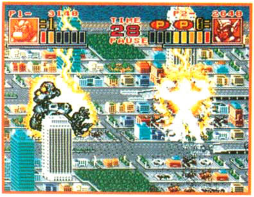
SUPER GEON

Pointed horns and spikes make this monster a powerful foe! His long reach keeps enemies at a distance, but his slow speed makes him a challenge to control.



Super Geon's strength and reach will help make up for his slow attack speed.

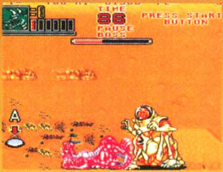




Charge up Atomic Guy's batteries, then let loose with a shocking attack.

EXTRA HELP

Finishing off all of the bosses is tricky when you are playing alone. You can only Continue the game a few times, but with this trick you can double your chances of beating the bosses. If you are about to lose your monster and are all out of Continues, quickly press Start on Controller II. You will take control of Player 2 and will have a whole set of Continues to use!

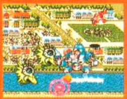


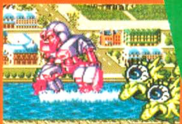
If you've used your last Continue, grab Controller II and press Start before you're toast.

As Player 2 you will have a full complement of Continues you can use to finish the game.

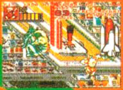
FIGHTING WITH GIANTS

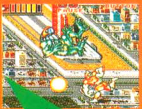
The monsters have their own special attacks, but because they are giants, they also can use buildings as weapons. Press the X Button to pick up a building, then press it again to throw it at your enemy.





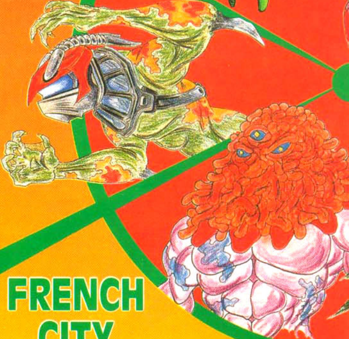
If you turn purple, your control is reversed.

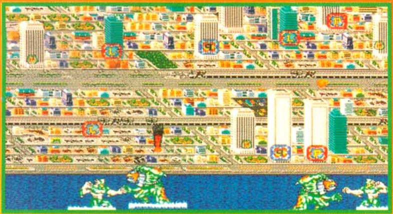


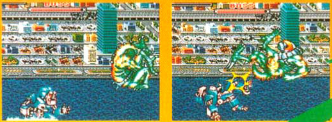


AMERICAN CITY

When you arrive in the American City, the Huge Frogger is waiting for you. Fight him off at the beginning of the stage, then hurry past the smaller enemies to find him again. It's a good idea to find all of the Power-Ups early in the stage, because you won't have time to look when you reach the boss.



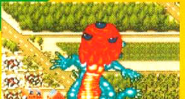




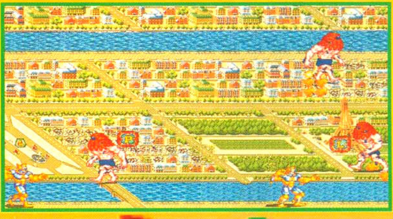
Watch out for the Huge Frogger's jumping attacks. If he hits you with one, you'll be knocked to the ground. If you jump away quickly, he'll miss you!

FRENCH CITY

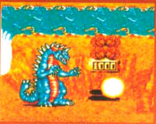
The boss of the French City is actually two bosses. After you defeat the giant humanoid, his blob-like head will come after you. Although it isn't very strong, it can be hard to hit.



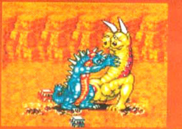
Don't get smothered by the blob-like head.

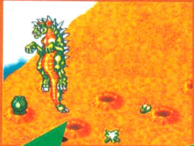


GRAND CANYON

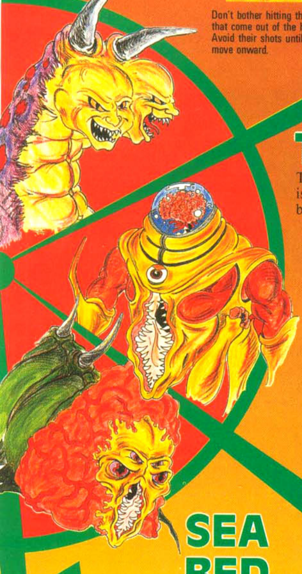


Getting to the boss of the Grand Canyon isn't really that tough, but beating him is a whole different story. Try to get Clawhead in a clinch, then take advantage of his weak wrestling skills. Watch out for his powerful lashing tongue, or it will hit you hard and knock you to the ground!

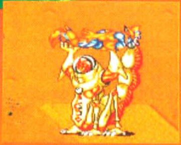




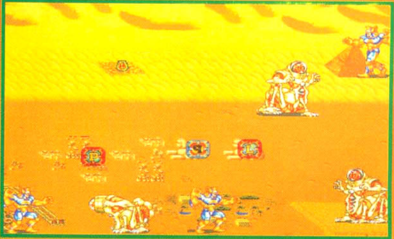
Don't bother hitting the plants that come out of the holes. Avoid their shots until you can move onward.

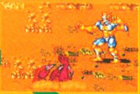


THE DESERT

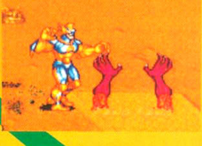


The Desert Stage is fairly short, but the boss is the toughest enemy you've met so far! Your best bet is to hit him, then run away.





Avoid the boss's hands when they pop out of the sand. If they catch you, they'll drag you underground and hit you hard.

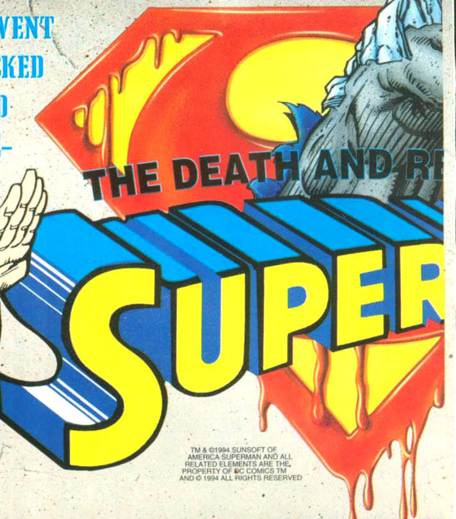


SEA BED

Some of the creatures found underwater can be difficult to avoid as well as dangerous to fight. If you press the B Button continuously, you can swim right over the worst of them and move on to fight the boss.

WHEN THE MOST SHOCKING EVENT IN SUPER HERO HISTORY ROCKED THE WORLD, SUNSOFT DECIDED TO PUT IT IN A VIDEO GAME–THE DEATH AND RETURN OF SUPERMAN!

DAILY PLANET



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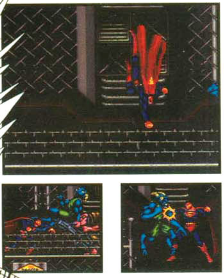
SUPERMAN

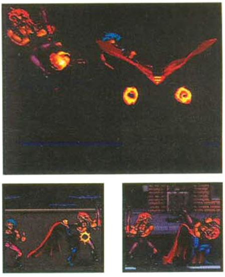
For decades, Superman kept Metropolis and the planet Earth safe from criminals and mutant fiends of every stripe. Although he could fly, shoot heat beams from his eyes and shed bullets like raindrops, his days were numbered and Doomsday had the digit of demise.



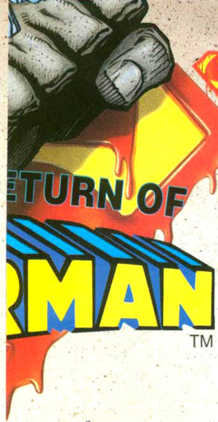
This Superman isn't as tough as Jar-el's real son, but he packs a super Earthquake Punch.

THE ERADICATOR

The Eradicator came into being in the frozen womb of Superman's Fortress of Solitude. Is he the real Superman? He looks real enough, and he has all of Superman's memories, but his personality chills people like an arctic front. Like all the Supermen, the Eradicator flies. He also specializes in jumping grab moves and jumping kicks.



The Eradicator's special attack is a Hover Blast--very effective against level-end guardians.



COMICS

This game includes story elements and characters from both The Death of Superman and Reign of the Supermen comic series. You'll begin play as the original Super guy, and later as the four heirs. In some stages, the Supermen fight to determine who is truly superior!

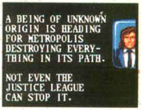
THIS LOOKS LIKE A JOB FOR...

TO SAVE THE CITY, SUPERMAN GAVE HIS ALL AND MORE.

THE WORLD WILL FOREVER MOURN THIS DAY AS THE DAY ITS GREATEST HERO FELL.

DEAD OR ALIVE?

Can the incredible, planet-moving strength of Superman crumble into dust? Is his death just a clever ruse? One thing is for sure, all four of the Super-hopefuls can't be the real Superman. The world may never be the same again.


A BEING OF UNKNOWN ORIGIN IS HEADING FOR METROPOLIS DESTROYING EVERYTHING IN ITS PATH.

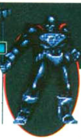
NOT EVEN THE JUSTICE LEAGUE CAN STOP IT.

FEARING THAT DOOMSDAY MIGHT SOMEHOW REAWAKEN, THE CYBORG HURTLES HIS BODY INTO DEEP SPACE.

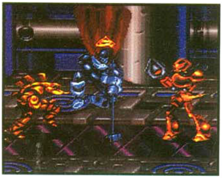
SUPER HERO OVERLOAD

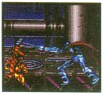
The planet isn't big enough for five Supermen. Doomsday didn't think it was big enough for even one. Now the four remaining pretenders must prove their worth. Each hero can fly, punch and kick, but the similarities stop there. Super weapons and attacks, plus unique grabbing and throwing moves differentiate these heroes.

STEEL



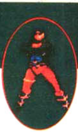
The Man of Steel wears an exoskeleton of stainless superiority in his mission to carry on where Superman stumbled. He uses Rivet Bullets and a Sledgehammer dive when the going gets tough.



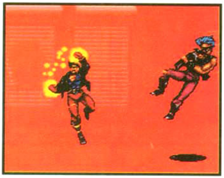


The Man of Steel, a.k.a. John Henry Irons, inflicts damage with his sledge hammer.

SUPERBOY

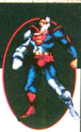


Within the bubbling test tubes of the Cadmus Project, a clone of Superman may have been generated. Superboy claims that he is the true heir by virtue of his superior genetic code.

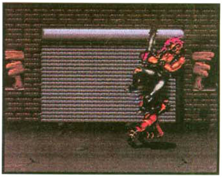


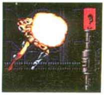
Superboy slams slime with a telekinetic blast and a Super Weapon of pure flame.

THE CYBORG



Apparently reconstructed from the remains of the original Superman, The Cyborg's DNA matches perfectly, and his robotic parts seem to be of Kryptonian origin. Is he the one?

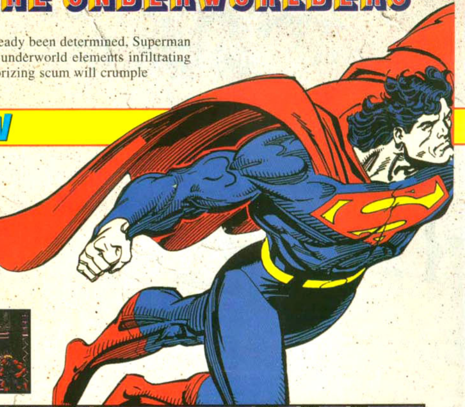




The Cyborg has a gun mounted in his arm and a powerful bomb attack.

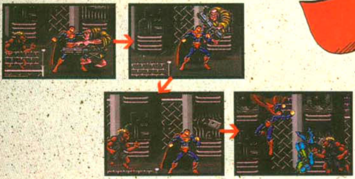
SIEGE OF THE UNDERWORLDERS

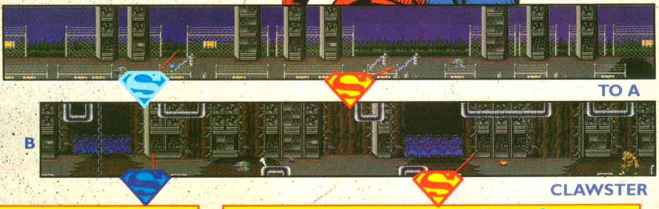
Little suspecting that his fate has already been determined, Superman bravely confronts the assault of the underworld elements infiltrating Metropolis. Bombers, bikers and other terrorizing scum will crumple on Superman's fists.



GRAB & THROW

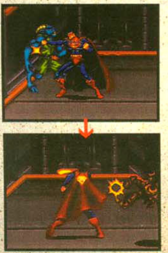
The Grab and Throw technique is almost always your best fighting move. It's powerful, and you can use it to find hidden Power-Ups.





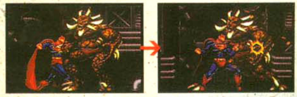
DOWN & OUT

Enemies attack from both sides as the elevator drops downward. Watch out for Ticks and thugs. Attack the Ticks first.



THE CLAWSTER

By super villain standards, the Clawster is a wimp. Superman shouldn't have any trouble. Your super technique is to push him against the edge of the screen and hit him before he can stand up.



Back Clawster into the corner with punches or throws, then continue to wail. Superman seems invincible, but maybe it's because his opponent has been lobotomized.

SUPER ITEMS Look for Items high, low and hidden in walls where you have to break them out.

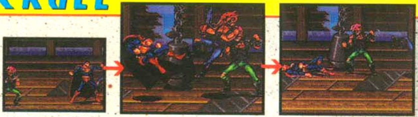
1-UP EXTRA LIVES Look for 1-Ups in out-of-the-way areas, like high in the sky.	REFILL 1 The light blue Shield refills a quarter of your energy.
SUPER ATTACKS The Red Shields give you extra Special Attacks.	REFILL 2 The dark blue Shield refills half of your energy.

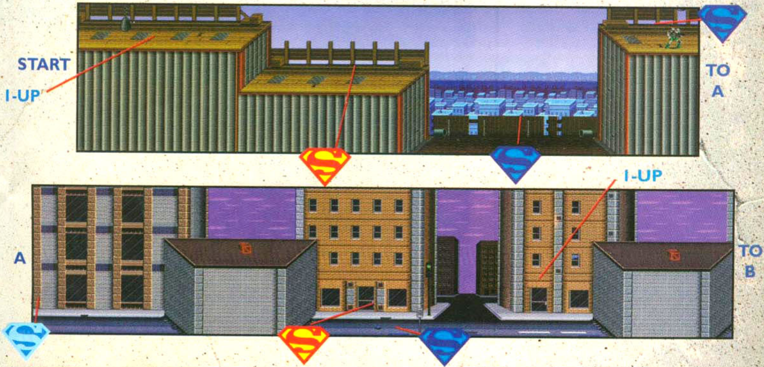
DOOMSDAY IN METROPOLIS

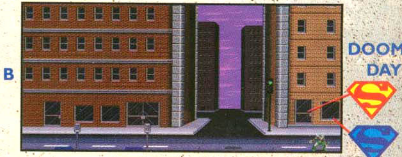
No matter how good you are, Superman won't survive this level. It won't be the Molotov Cocktail-tossing hoods or biker brawn that stops the man of steel, but the horror named Doomsday that you fight at the end. Even if you defeat the D man, he'll come back and send Superman to Elvisville.

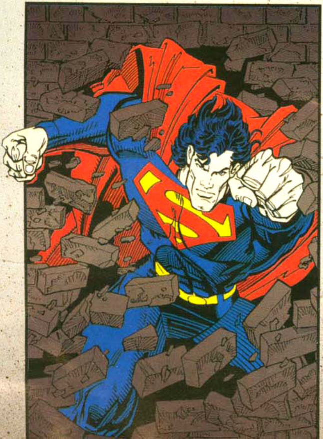
WRECKING CRUEL

Lure unsuspecting enemies close to the place where the ten ton ball smashes down. Since your foes have the intelligence of dim ants, they'll foolishly walk into the trap and splat!



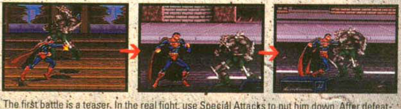






DOOMSDAY

Doomsday drops in twice, but runs away after the first brief skirmish. Use Special Attacks during the second bout.

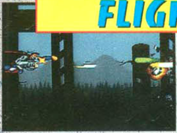


The first battle is a teaser. In the real fight, use Special Attacks to put him down. After defeating D, however, he'll rise up and strike Superman with a final blow.

ASSAULT ON CADMUS

Now that Superman is gone, you'll continue your mission of justice in the form of the Cyborg. In the first area of this level, the Cyborg flies toward the Cadmus Project while blasting attack pods. In the later areas, you'll battle enemies in the air and on the ground.

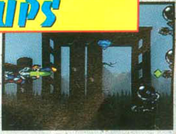
FLIGHT SCHOOL

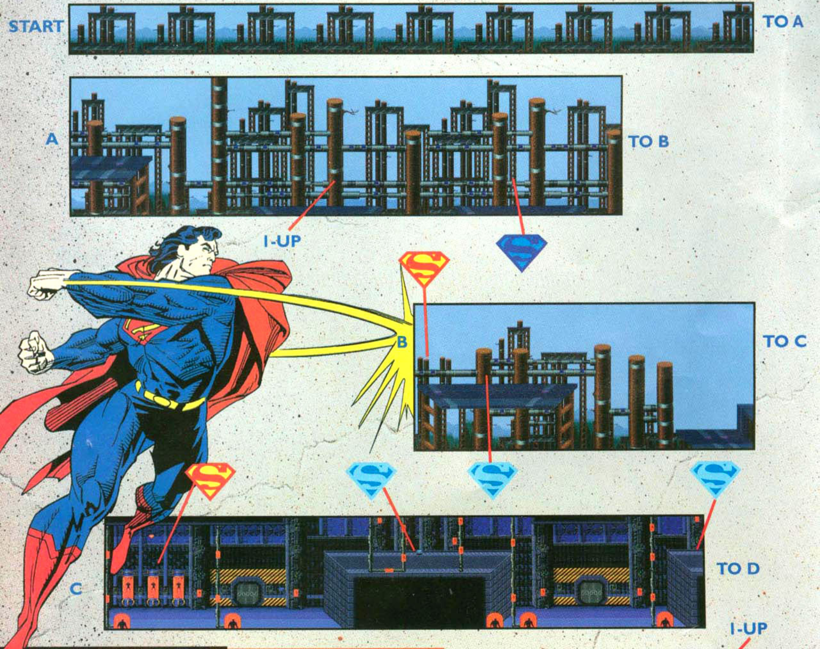


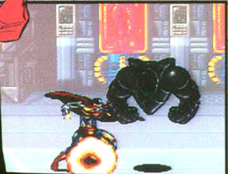
The Elite Flyers don't attack at once. As they gain altitude, swoop in and punch them out. It takes two attacks to ground them.

POWER-UPS

Fly everywhere, scrolling forward slowly to look for Power-Ups because you can't backtrack. Throw Defenders against the walls to find items.

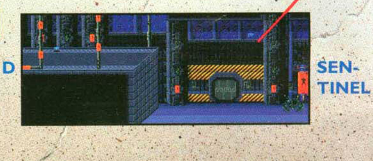


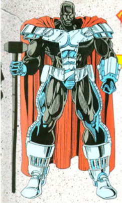




SENTINEL

The Sentinel may seem tough at first, but it takes damage quickly. Dodge its shots, use Special Attacks and stay close to punch it.





LAST SON OF KRYPTON

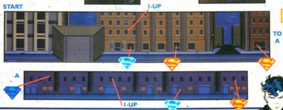
After defeating Sentinel, the Cyborg discovers the boy of Doomsday in the Cadmus labs. Fearing regeneration, it decides to dump it in space. Meanwhile, back on Earth, the Eradicator takes over in street-to-street combat.

CYCLES OF ABUSE

The bikers try to run down the Eradicator. Use your Jump Kick to knock them off their bikes, then watch out for their chain saws.

OVER THE EDGE

Smashing scum against walls won't work on rooftops. You'll throw them over the side and they'll return unharmed. Instead, pile drive them into the rooftop.



COAST CITY

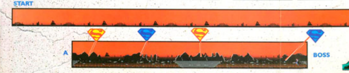
The Eradicator continues to pound villains and thugs in the air and on the burning streets of Coast City. The flying shooter stage at the beginning is a breeze, but the bombed streets are treacherous.

BOMBING RAID

You'll come under fire from a hailstorm of bombs several times. Stay near the center of the screen and keep moving. That will give you the most room for dodging bombs.

THE CYBORG

Battling your cybernetic alter-ego isn't easy. He's fast and attacks constantly. Use Special Attacks and the Grab & Throw. Toss him on the mine!

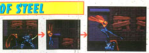


GRAB BADGE

The Eradicator excels at the Grab & Toss because he also jumps during the toss phase. Hurl your enemies at the back walls to discover several Refill badges.

MAN OF STEEL

Has it come to this? Superman vs. Superman? Fortunately, The Man of Steel has one weakness. Use your Jump Kick to humble him.



THE METROPOLIS KID

Like much of life in Metropolis these days, when you win you lose. Even when you defeat the Cyborg in Level 5, he'll stand up and blow you away. Tough luck. Now he vows to grafter Superboy. In this level, you take on the role of the Kid. His acrobatic moves give you the edge.

SUPER PUNK

He may be Superman's clone, but ther's nothing mild-mannered about Superboy. He's street smart and cool.After mopping up the streets of Metropolis, he blows for the coast.

"THE STREETS OF METROPOLIS ARE SAFE ONCE AGAIN.

NOW TO GO CHECK OUT COAST CITY."

THE CYBORG

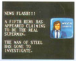
Collect the Power-Ups in Metropolis and Coast City. You'll need the extra strength against the Cyborg. Make sure that you pick up the extra Special Attacks.

WILL HE RETURN?

The big questions in Metropolis and around the world remain. Will the real Superman ever return? Is he gone forever? Has the Cyborg gone mad with power? You'll have to fight through another four levels to answer those questions.

REIGN OF TERROR

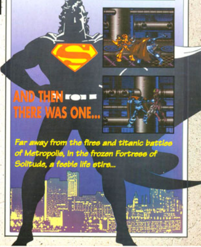
In Steel Reign, Ground Zero, The Engine's Core, and finally, the Return of (well, someone), you'll uncover the enormous danger facing the world. Deadly missiles and an engine of evil are under the Cyborg's steel command.



NEWS FLASH!!!

A FIFTH HERO HAS APPEARED CLAIMING TO BE THE REAL SUPERMAN.

THE MAN OF STEEL HAS GONE TO INVESTIGATE.



AND THEN THERE WAS ONE...

Far away from the fires and titanic battles of Metropolis, in the frozen Fortress of Solitude, a feeble life stirs...

THE INCREDIBLE HULK®

Coming Soon To your Super NES
from U.S.Gold

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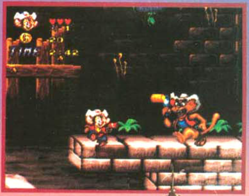
NINTENDO POWER®

AN AMERICAN TAIL
FIEVEL GOES WEST®

DEPUTY
FEIVEL

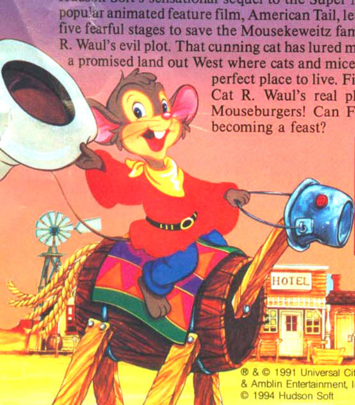
A NEW MOUSE IN TOWN

Hudson Soft's sensational sequel to the Super NES adaptation of the ever-popular animated feature film, American Tail, let's you guide Fievel through five fearful stages to save the Mousekeweitz family from the conniving Cat R. Waul's evil plot. That cunning cat has lured many an immigrant family to a promised land out West where cats and mice work together to make the perfect place to live. Fievel finds out, though, that Cat R. Waul's real plan is to make them into Mouseburgers! Can Fievel free his family from becoming a feast?



Cat R. Waul's cat cronies are out and about to prevent Fievel from freeing his family.

Fievel's fight leads him on a long, hard journey.



HOTEL
BANK
FEED
SALOON

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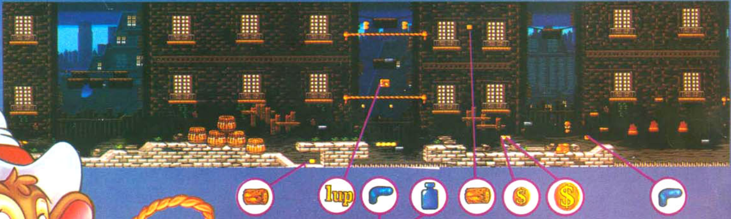
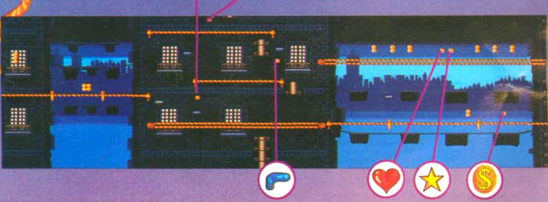
THE CITY

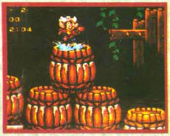
Fievel's first leg of his long journey begins in the strife-ridden streets of New York City. With Cat R. Waul's gang in hot pursuit, it's best that Fievel make his stay in the Big Apple short but sweet. Don't miss any of the helpful Power-Up Items, though, as they will come in handy later.



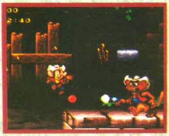


DANGERS

The City Stage has many mischief-making obstacles to keep you from completing your quest. Be aware of dangerous drop-offs–that mistakenly made step can be a real doosey! Don't misjudge your jumps, either, as there are several precariously placed platforms. Most enemies can be bopped in the head with your Pop Gun.



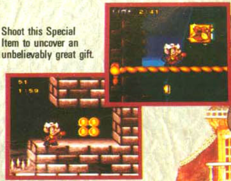
Some Barrels are sturdy enough to stand on, but others will get you all wet.



Be sure to get that Gangster Cat before he gets you. Luckily, he's slow.

EARNING MICE

Even a master with marvelous Mouse abilities might require some extra help. Look high and low for helpful but hidden 1-Ups.



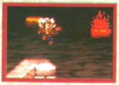
Shoot this Special Item to uncover an unbelievably great gift.

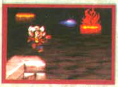
Collect one hundred Gold Coins to win a useful 1-Up.

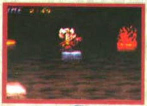
LOANS
HOTEL
BANK
FEED

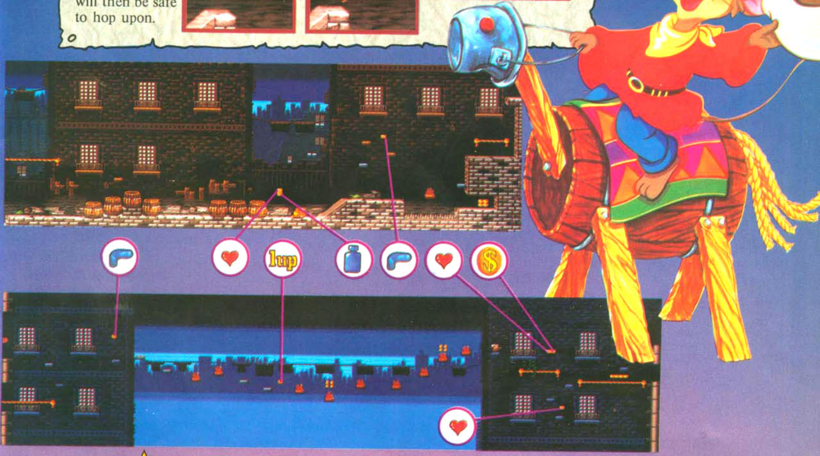
PUT OUT THE FIRE

Using these platforms as-is is not smart—you'll lose a Heart! Shoot the flaming platforms with the Water Gun to extinguish the spine-scorching sparks. They will then be safe to hop upon.





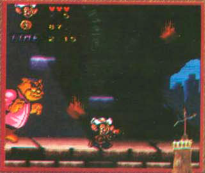




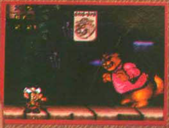
DEPUTY
FEIVEL

ONE-EYE

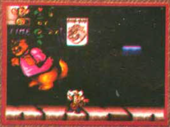
Whether One-Eye has one eye or two, one thing is for sure—he's ready to make mouse meat of Fievel! As soon as you drop into his lair, shoot the Blocks to get your Water Gun and Rapid Fire, then let him have it right in his ugly mug!



One-Eye weighs so much that chunks of the ceiling fall with every jump! Be sure to dodge to prevent damage.



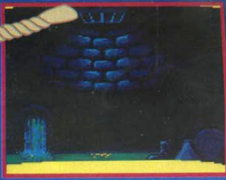
Even though One-Eye outsizes Fievel by quite a bit, mice are much quicker than mean old giants.



If One-Eye starts to back you into a corner, run under his gigantic girth as soon as he jumps.

HOTEL
BANK
FEED

THE SEWER

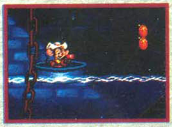


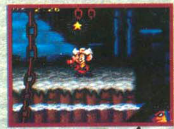
After managing the streets of the city, Fievel ducks down a duct into the depths of the City Sewer.

The Sewer Stage is a slimy and scary place, but at least it beats the streets of the City Stage . . . or does it? Hold onto your hats—there is a whole herd of hazards here like dangerous Dogfish, batty Bats and unusual Urchins, not to mention the ebbing and flowing of the tide trying to suck you away!

FLOAT ALONG

Row, row, row your Tuna Can, gently down the Sewer? That's how the song goes in this Stage, although the ride is far from being a gentle one. Keep shooting so when the Bats and Dogfish sneak up, you'll get the jump on them.

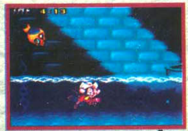




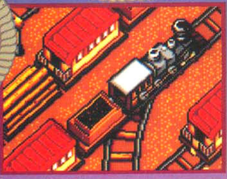
The Sewer isn't all bad—grab the Invincibility Star for an extra edge.

SWIMMING

It may be best to brave the rapids on your own, so toss the Tuna Can and swim! Those Dogfish won't be as sneaky.



TRAIN RIDE

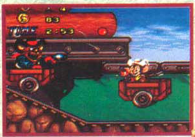


Fievel school be right on the fast track to finding his family by the time he reaches the Train Ride Stage. All aboard!

Finally having made his way out of the slimy, smelly Sewers of Stage Two, Fievel finds a tip that his family can be found on a train. Here he is at the Train Ride Stage, but the trick is to catch up with the correct car before it's too late! He thinks he can, he thinks he can . . .

ROCKY RAT RACE

Riding the rocky rat race in the Coal Carts is a real game of cat and mouse, but Fievel must persevere if he is to save the Mousekewitz family. Keep shooting to get ahead of the competition, but don't forget to watch your tail, too, because those bandits will surprise you by sneaking up from behind.

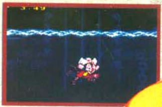


Watch your rear! Those nasty cats can come barreling up from behind.

LOANS
HOTEL
BANK
FEED

SECRET LADDER

Be wary while swimming over the pits—they can suck you in like a sponge.

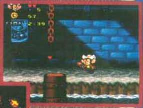


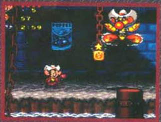
The pit with the rungs may be different. What's down there?

DEPUTY FEIVEL

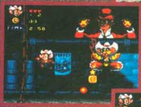
PUPPET

Puppet, the Boss of the Desert Stage, is a whole mess of trouble. Being that he is merely a puppet in Cat R. Waul's evil theatrics, he comes complete with many strings attached, but you'll need to be the one pulling the strings! Pop him repeatedly with your Pop Gun while watching out for the crazy Corks and bouncing Balls he heaves.

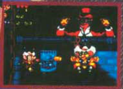




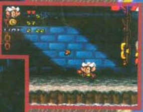
Be sure to grab an Invincibility Star while in the room with Puppet.

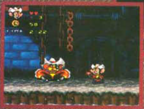


Puppet may be hiding many Power Up Items.



Collect the Rapid Fire Pop Gun in that room as well for a power boost.

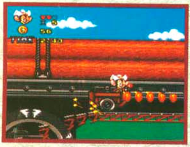




Even if Puppet isn't visible, dodge his Corks to the end.

BREAK-AWAY BRIDGE

The Breakaway Bridge is not the place to linger, due to the fact that it will dissolve as soon as you touch it. You had better step lively, because there's no turning back!

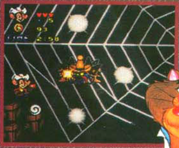


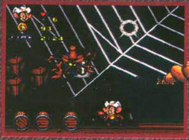
Use caution when collecting a cache of Coins on the Breakaway Bridge.

DEPUTY FEIVEL

CHULA

Chula is the terrifying tarantula of the Train Ride Stage, and those who get caught up in her web are seldom seen again! Keep shooting while avoiding the poisonous blobs she blows. Watch for a bevy of Babies, too!





One must avoid the Poison, but you can attack the Babies.

LOANS
HOTEL
BAN

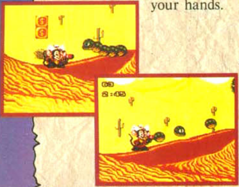
THE DESERT

Fievel was close to catching up with the rest of the Mousekewitz family when he fell off the Train into the deep Desert heat.

They say it is as dry as a bone out here in the Desert.

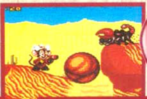
CATERPILLARS

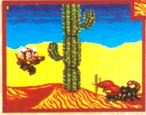
Shoot these leggy little buggers in the head right away, or they'll split up and you'll have more than one pesky pest on your hands.

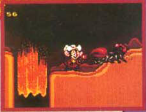


A CHOICE OF PATHS

This big Boulder won't budge, and it looks mighty peculiar, as well. Shoot at it several time and it will disintegrate, revealing an underground alternative to the hotter high route. There's no scaring away the Scorpions—they're above and below, but you may escape the villainous Vultures.




There are no Vultures down here, but watch out for scads of sandy landslides.



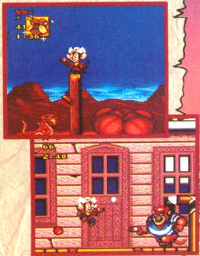
GREEN RIVER

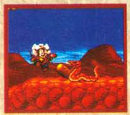
Fievel finally gets to the Green River Stage where he hopes to free his frightened family from Cat R. Waul's mousetrap! First, he must find the ferocious fiend. Fievel's final confrontation with Cat R. Waul makes or breaks the whole quest.

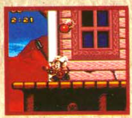
It appears that no one else dares brave the terrible terrors of the town Green River.

MANY DANGERS

Green River home to all Cat R. Waul's henchmen. Be prepared for a showdown with Cat Gangsters, a shootout with Snakes, and a barrage of Bombs falling from above. There are a few helpful Items if you look carefully.



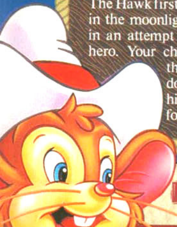


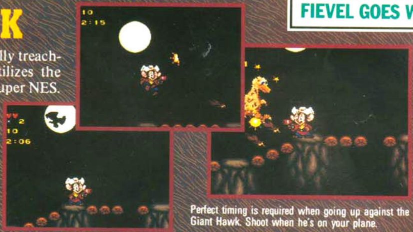


DEPUTY FEIVEL

GIANT HAWK

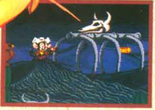
The Giant Hawk appears to be especially treacherous because this fight sequence utilizes the marvelous Mode 7 technology of the Super NES. The Hawk first appears as a silhouette in the moonlight, then swoops down in an attempt to make off with our hero. Your chance to shoot him is the moment he comes down to your level. Let him pass, then prepare for another fly by.





Perfect timing is required when going up against the Giant Hawk. Shoot when he's on your plane.

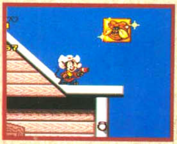
DESERT AT NIGHT



Though there are Buzzards to bother you, the Desert at night is lovely in the moonlight. Don't stand on the Cacti for more than a few seconds.

SEARCH HIGH & LOW

It's tempting to play it safe while searching the town of Green River for Cat R. Waul, but it's to your advantage to travel to the house tops, as there may be many items to aid in your quest.

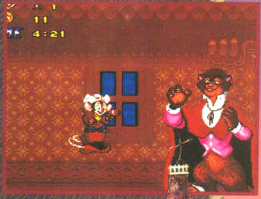


Aha—a 1-Up! Who knows what other wonderful Items are hidden high above?

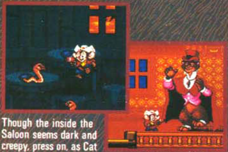
DEPUTY FEIVEL

CAT R. WAUL

Cat R. Waul first appears on the third floor. Ride his Top Hat and shoot at the face, then hop down again. Repeat this process until he comes down to the second and first floors, then finish him off!



Fievel's wish is to wipe that grin right off Cat R. Waul's face.



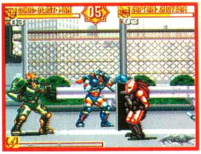
Though the inside the Saloon seems dark and creepy, press on, as Cat R. Waul is near.

LOANS
CLOTHING
HOTEL
BANK
FEED

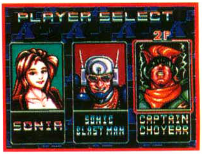
SONIC BLAST MAN II™

SUPER HEROES

When Sonic Blast Man first appeared on the scene, players had a chance to lead this powerful puncher against an army of wicked foes. Now the action heats up again and Sonic Blast Man's friends get into the fight, as well. Six big levels, two new characters and megatons of new moves help make this game a hit!



An awesome addition to Sonic Blast Man II is the Two-Player Mode.



Also, one may choose to play as any one of three tough Sonic Blast Man teammates.

SONIC BLAST MAN

Sonic Blast Man is a super choice for the blaster who's just a beginner, because he is a well-balanced fighter. He comes from the planet of Sonic Blast, where he received the Power Gloves and learned to perfect his punching skills.

3-WAY PUNCH

Because Sonic Blast Man's specialty is his powerful punching, this terrific technique will prove to be a simple yet effective attack.

SCREW ATTACK

Although the Sonic Screw is complicated on the Control Pad, behold the bodily harm it inflicts on the enemy! To try, press Down, Up, B and Y.

COMET BLASTER

To power-up that punch, try the Comet Blaster by pressing the Right or Left Button to charge-up, then Y. It will consume one Power Point.

BLAST BOMBER!

Perform the 100 megaton Blast Bomber exactly like the Comet Blaster, but press X instead of Y.

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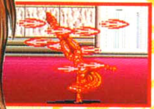
SONIA

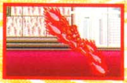
Sonia is also originally from the planet Sonic Blast. There she received the Power Shoes, making her the queen of kick. Although her attack power is lower than the others, she is very fast.

SPINNING FIRE KICK



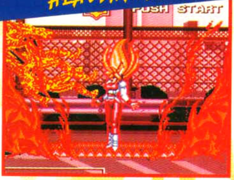
Press Down, Up on the Control Pad, then Y and B at the same time and you'll likely light the fire of an unlucky loser.

FLYING KICK



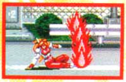
On the Control Pad, press Right twice, then X for a smashing kick that will slice, dice and pulverize your unsuspecting enemy!

HEAT SMASHER!



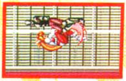
When bad guys begin to build up, press the Right or Left Button to charge up, then X to sauté a screen full.

HALF MOON KICK



Pressing X will send Sonia spinning into a Half Moon Kick. This technique works well against every foe except the bosses.

FIRE THROW

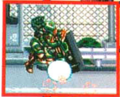


The Fire Throw works well when an enemy has invaded your personal space. Grab the guy, then press X to send him whirling away.

CAPTAIN CHOYEAR

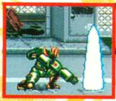
Captain Choyear was a navy pilot until a near-fatal crash required a scientist to turn him into a cyborg to save his life. The Captain isn't quick, but makes up for it with masses of mechanical muscle.

GIGA CRUSHER



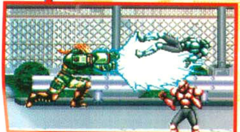
Grab an enemy and press X to crack his cranium with the Giga Crusher.

MEGA PUNCH



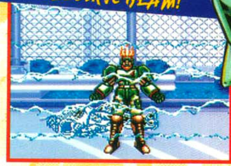
Press the Right or Left Button then Y to let a Mega Punch fly.

BREAKER



Press Down and Up on the Control Pad, then Y and B to send the Breaker's abominable shooting barreling down on the bad guy.

ELECTRIC BEAM!



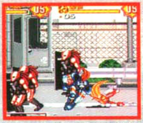
When things get sticky, perform the Mega Punch, but press X to zap the competition away.

STAGE 1

Stage One sets the scene for this smash 'em up super sequel. The team begins outside the entrance to the main defense center, which has been infiltrated by the atrocious aliens. It's time to clean house!

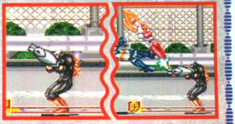
A. ARMORED ARMY

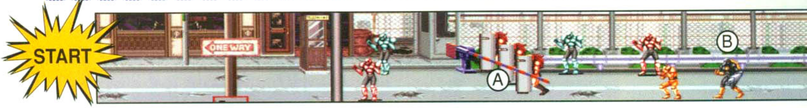
The best way to beat these well-protected pros is to get behind them and throw, although their Shields seem to be no match for Sonia's kick.

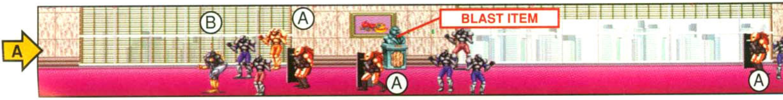


B. CANNON HAND

Cannon Hand will go off at the drop of a dime, so don't stand in the path of his shooting sphere. Instead, approach him from the side or from behind.





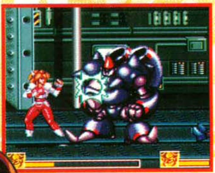


STAGE 2

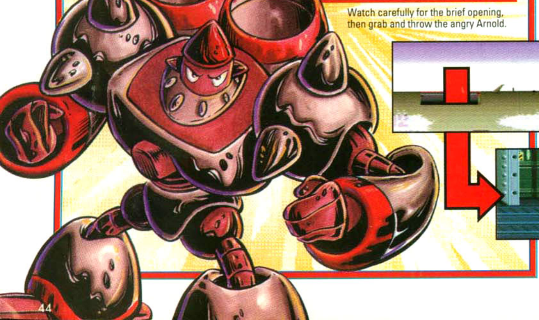
In Stage Two, your mission is to intercept the military transport plane and rescue the pilot from the clutches of the alien army. Keep an eye out for opportunities to collect extra Items. You may need them!

ARNOLD

Stay light on your feet or Arnold will charge toward you! As soon as he shoots two missiles, he'll take a rest.

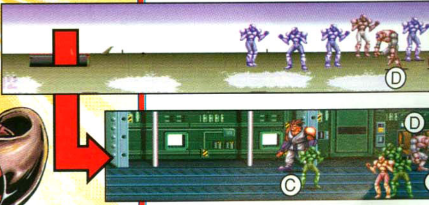


Watch carefully for the brief opening, then grab and throw the angry Arnold.

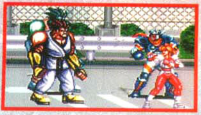


D. THE GOOD, THE BAD & THE UGLY

The gray Goons will sometimes leave useful Items, like life-replenishing Burgers, upon their defeat. The red, one-eyed Ogres, however, leave nothing but a maiming mess as soon as they are touched. The blast can conveniently destroy other enemies, though.



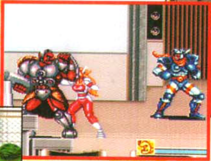
C. KUNG-FU FIGHTING



These buff bruisers have long arms, so watch out. When playing the two-player mode, there are twice the toughs to contend with!

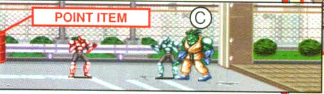
IRON POWER

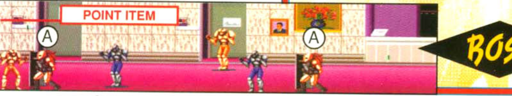
Stay clear of this wild one while he's whipping himself into a frenzy. As soon as he stops spinning, you'll have a chance to get him good. Otherwise, use a Special Power.



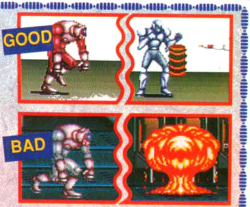
TO A

Stock up on Power Points, because you won't want to get too close to this cracker!

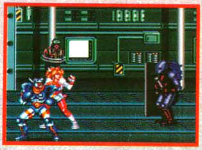




POINT ITEM	Be on the lookout for an extra point pick-up place.	
BLAST ITEM	Blast Items also can turn up in the most unlikely of places.	



E. SENDING IN REINFORCEMENTS

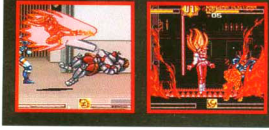


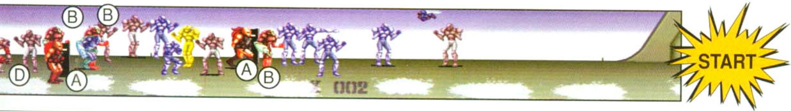
These shifty, shielded soldiers sure are sharper than the ones we met in Stage One, but they should be defeated the same way.

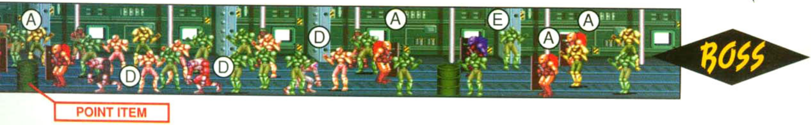
ADVICE #1

WHICH IS BEST?!

Choose an attack according to your needs. When fighting off multiple foes, try Sonia's Heat Smasher to wipe them out all at once.





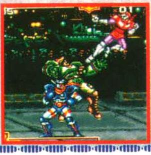


STAGE 3

The objective in Stage Three is to protect the "S" Port from Yafu's henchmen at all costs, because once they have the Port, they have it all! The Stages aren't getting any easier, and Stage Three is no exception, so begin battling!

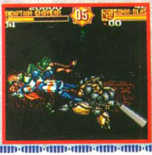
A. CLOWNING AROUND

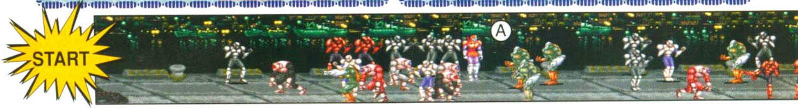
The funny business isn't very amusing when these clodhopping Clowns come on the scene. Keep both feet on the ground—if you hop, they'll have the advantage. A Special Skill will eliminate them fast.

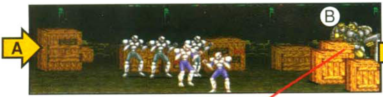


B. THE BOSS IS BACK

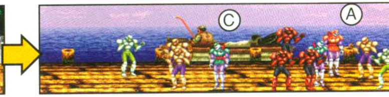
The Stage One Boss is back, but you won't get in trouble, because he's merely a slower, weaker version of the former foe. Go for the gusto and tough it out with your tried and true techniques.





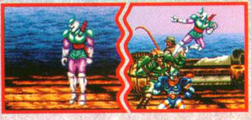


BLAST ITEM



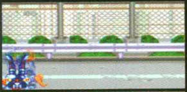
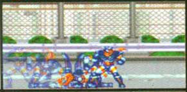
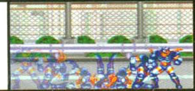
C. NEW CLOWN

This knife-throwing nuisance is not nearly as nice as his predecessor. Rather than keeping at a distance, grab him immediately to reduce chances of damage.



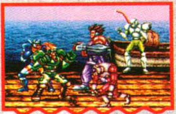
ADVICE #2
SPIN GUARD

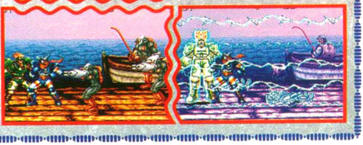
To aid in your assault against those particularly pesky perpetrators, try these tricks. Rather than getting backed into a corner, send yourself spinning to safer ground by using the Spin Guard. For a short range spin, hold Left on the Control Pad and press A. For a medium range spin, press A only, and for a long range rescue roll, hold Right and press A.

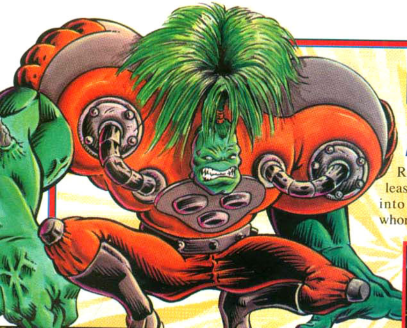
Ⓐ Button + ◀	
Ⓐ Button Only	
Ⓐ Button + ▶	

D. LONG WALK ON A SHORT PIER

There's a spot on the Pier where all the dangerous degenerates seem to appear at once. Have a supply of Power Points available and perform a Special Power right away. Once you get into it with the goons, though, the Special Power will lose its strength. Use it or lose it!

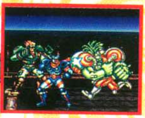




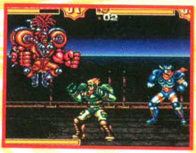


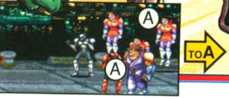
ROBO ANIMAL

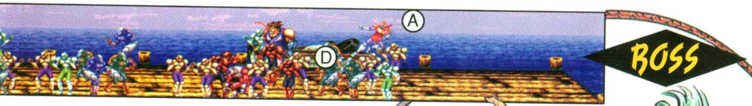
Robo-Animal is as mean and tough as they come, but at least he is only able to attack by rushing in toward you. Get into the swing of avoiding his oncoming charge while whomping him as you step aside.



Once he changes color, the real Robo-Animal rears his ugly head.





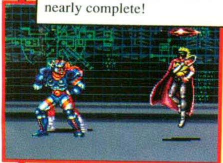


OTHER STAGES

The action and excitement certainly don't stop here—there are many more monsters remaining to manhandle and mash! Muster your marvelous mettle and carry on in the name of freedom and justice for all!

STAGE 4

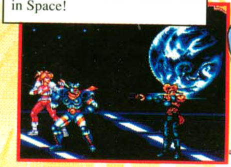
In Stage Four, you must breach the barriers of the Jungle Base, because it is the link to the secret Space Base of Operations. Your mission is nearly complete!



The Stage Four Boss is a master of disguises. He first appears as a Tyrannosaurus Rex!

STAGE 5

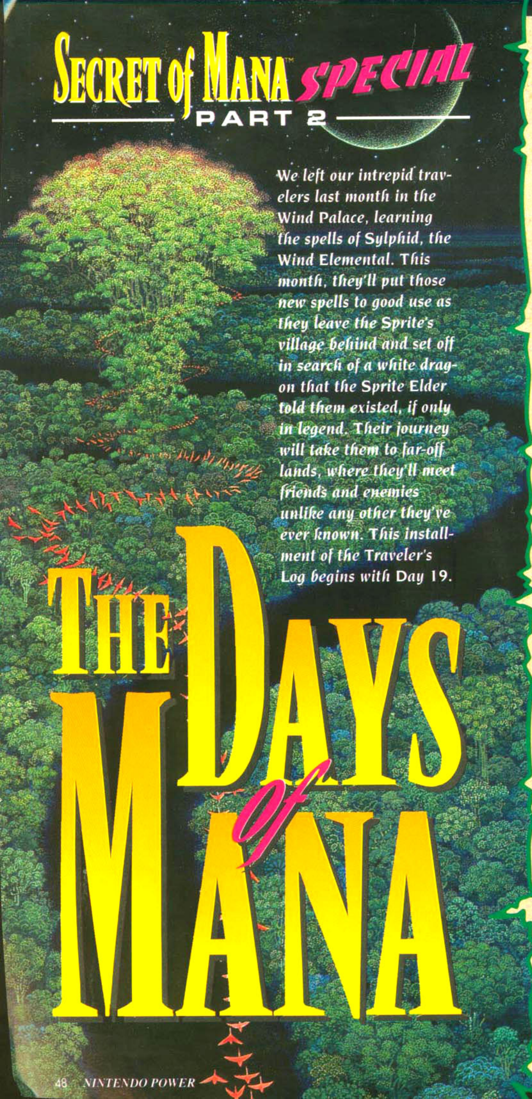
Once the Stage Four boss has been beaten, the Sonic Blast Man Team will be whisked away to the enemy's nerve center—the Alien Base in Space!



Is this the wicked one himself? You'll know for sure after some skillful playing!

SECRET of MANA™ SPECIAL

PART 2



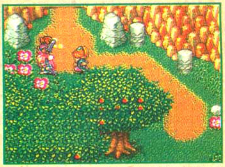
We left our intrepid travelers last month in the Wind Palace, learning the spells of Sylphid, the Wind Elemental. This month, they'll put those new spells to good use as they leave the Sprite's village behind and set off in search of a white dragon that the Sprite Elder told them existed, if only in legend. Their journey will take them to far-off lands, where they'll meet friends and enemies unlike any other they've ever known. This installment of the Traveler's Log begins with Day 19.

THE DAYS of MANA

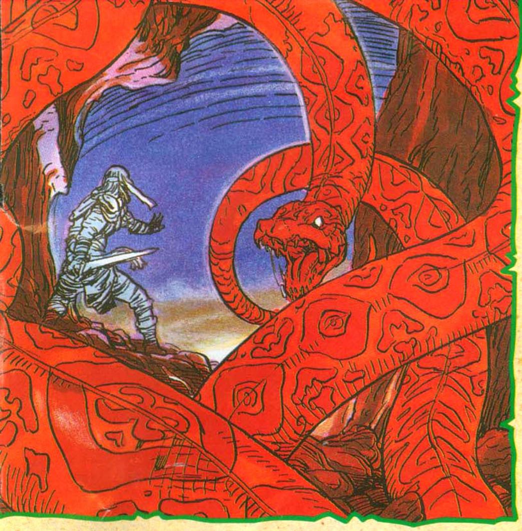
DAY 19

MATANGO

The Girl used Sylphid's Analyzer Spell to determine that Sylphid's magic would remove the Orb that blocked our path. The Sprite tried Sylphid's Air Blast spell, and, sure enough, it made the Orb disappear into thin air.

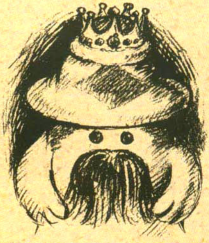


The woods beyond the Orb were teeming with dangerous wildlife, such as Crawlers, Steamed Crabs and Nemesis Owls. If we stopped to rest, they attacked in packs.



KING TRUFFLE

We were directed to Fung Castle, where we met King Truffle. One of his subjects had reported seeing a white dragon battling a huge snake. He beseeched us to save the legendary dragon.

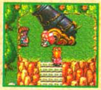


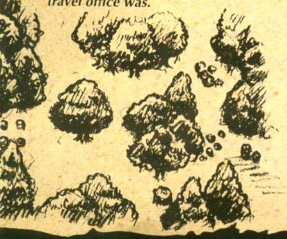
DAY 20

After removing the Orb, we took the first path that led to the east, then we went south around a small lake before heading north towards the cave.

CANNON TRAVEL

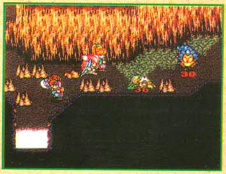
We took a wrong turn and found a branch of Cannon Travel. Even though we didn't want to leave the area, it was good to know where the travel office was.





THE CAVE

Finally, the cave! Inside there was a Kimono Bird, and it kept conjuring up Pebblers. I grabbed the Stout Axe and hacked down the stalagmites that blocked the way.

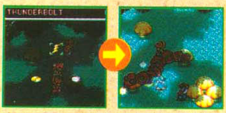


DAY 21

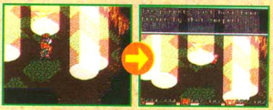
When we emerged from the castle, we could hardly believe our eyes. We had found an underground empire that sparkled like a giant jewel, and there were mushroom people toddling around. The ones we spoke to proclaimed that they were a peaceful people who had no use for weapons or war.

THE GREAT VIPER

The giant snake slithered in and out of the underbrush. The Sprite countered its attacks by casting the Thunderbolt spell.



WHITE DRAGON



After we slew the Great Viper, we walked north to its lair, where we found the white dragon. It was young and weak, so we knew that if we left it there alone, it would perish. We decided to take it back to King Truffle.

SPEARS

My weapon collection would have been incomplete without the spear, an ancient weapon that had its uses in my time, especially in hand-to-hand combat.

SPEAR

Luka gave me my first Spear as I was about to leave the Water Palace. Crafted in bronze, it was lightweight and easy to handle. Although it wasn't very powerful, I learned basic defensive moves using the Spear.

HEAVY SPEAR

A step up from the first Spear I used, the Heavy Spear was also better suited to practice than battle. I used it early in our adventure to slay weak enemies.

SPRITE SPEAR

The Sprite Spear once belonged to one of the guards of the Witch's Castle. When I equipped this enchanted weapon, I could entrap my enemies in big Balloons.

PARTISAN

I used the Partisan not only to impale but also to slash enemies. It had a razor-sharp tip.

HALBERD

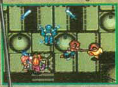
The Halberd was useful for striking, slashing and hooking enemies. It also held the power to confuse them, causing them to lose their senses of direction. It was a handy weapon.

OCEANID SPEAR

The Oceanid Spear's tip was crafted of coral, which became superheated during battle. I used it to sear enemies. This spear also had the power to put foes to sleep.

GIGAS LANCE

The ultra-sharp tip of this amazing lance never dulled, no matter how hard it was used. It increased my battle power by two points, so I often hefted it before a fight.

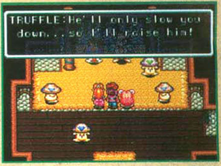


DRAGOON LANCE

The spirit of a mighty dragon, with all its awesome power was sealed inside the Dragoon Lance. It was my weapon of choice when I came face-to-snout with fire-breathing dragons.

RETURN TO MATANGO

When we returned to Matango with the young, white dragon. King Truffle offered to take care of it until it was older. In its weakened state, the dragon would only have been a burden to us. The king told us that we should search for the Fire Palace in Kakkara Desert.

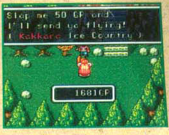


TRUFFLE:He'll only slow you down...so I'll raise him!

So we left the young dragon in the capable care of King Truffle and took our leave of the sparkling city of Matango.

DAY 22

CANNON TRAVEL

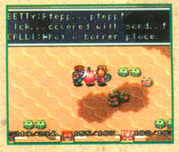


Slap me 50 GP and
I'll send ya flying!
(Kakkara Ice Country)

1681GP

King Truffle told us to return to the branch of Cannon Travel that we'd happened upon earlier. The proprietor offered to send us to either Kakkara Desert or the Ice Country. We followed the king's suggestion and set out for the desert.

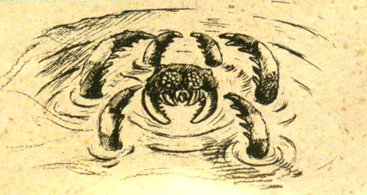
DESERT DESTINATION



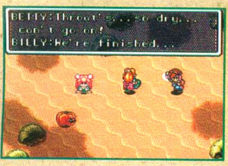
BETTY:Ptepp...ptepp!
Ick...covered with sand...!
CALLI:What a barren place.

The desert where Cannon Travel dropped us off was barren and deserted, except for Sand Stingers and Pebblers. We were already very thirsty, so we set out to find water right away.

One sand dune looked just like the next. In no time, we were hopelessly lost—and we were growing thirstier with every step we took.

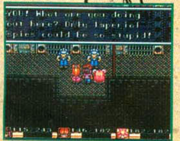


When we first saw the Sand Ship, we thought that it was a mirage, but when we reached its steps and actually reached out and touched them, we knew that it was real—and that we were saved. Our relief was short-lived, though.


BETTY:Throat's...so dry...
can't go on!
BILLY:We're finished...

SLAVE LABOR

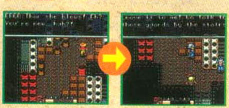
The guards on the ship thought we were imperial spies! They separated the three of us. I don't know where they took the Girl or the Sprite, but they put me to work in the Engine Room—and I wasn't the only one there. Other people they'd picked up in the desert were being forced to work as slaves there, too.


YOU! What are you doing
out here? Only Imperial
Spies could be so stupid!

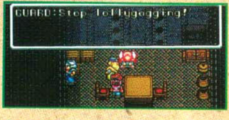
It wasn't a mirage, after all. The Sand Ship was all too real, as we discovered when we boarded and were taken prisoner. We were then forced to work as slaves.

SERGO

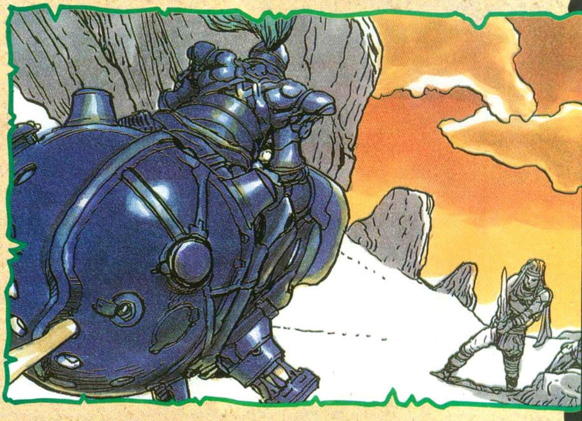
One of the prisoners told me that this was the Republic's Sand Ship.



An imprisoned pirate named Sergo helped me escape. He yelled "Fire!" to distract the guards while I sneaked up the stairs.

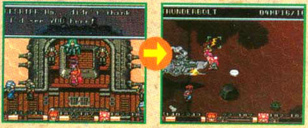

GUARD:Stop lollygagging!

I found the Sprite in the galley. It'd eaten all of the food, so they were glad to be rid of it. We found a door that led to a room where the Girl was.



GESHTAR

When we returned to the deck, we met Geshtar, of all people. I didn't know how he got there, and he was in no mood to explain. He mounted his Mechcycle and attacked us. We had no choice but to fight back. The Sprite used Thunderbolt Magic, I used my weapons and the Girl used Cure spells.


ESHTAR:Ha...didn't think
I'd see YOU here!

Geshtar struck quickly then sped off on his Mechcycle. When he disappeared, the Girl would cast her Cure Spell to restore our health before he returned.

JAVELINS

I found the various Javelins to be useful and effective, especially in hand-to-hand combat. Some had magical powers that helped me in battle, too.

POLE DART

After we destroyed the Tonpole and rescued Undine, the Water Elemental, she taught us her special magic spells and gave us the Pole Dart. We practiced the art of parrying with this lightweight javelin.

JAVELIN

We each took turns using the Javelin, so we would build our experience levels with that type of weapon. Although it wasn't particularly powerful, we could move quickly when carrying it, and we could strike accurately with it.

LIGHT TRIDENT

The Light Trident was no friend to bird or beast, for it was especially powerful against them, I gained much experience using this weapon in battles with animals.

LODE JAVELIN

The Lode Javelin carried with magical ability that enabled its user to trap enemies in Balloon Spells. The spell would temporarily immobilize them, giving us time to escape.

FORK OF HOPE

Much heavier and more powerful than the Lode Javelin, the Fork of Hope featured a silver tip that was capable of deflecting evil spirits. I use it against the undead.

IMP'S FORK

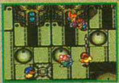
Like the Lode Javelin, only more powerful, the Imp's Fork had the power to capture enemies in Balloon Spells. This unusual weapon was decorated with a mysterious and macabre skull.

ELF'S HARPOON

The twin asps entwined on the tip of the Elf's Harpoon lie still and silent until they recognize an enemy, at which time they come to life and attack with fury.

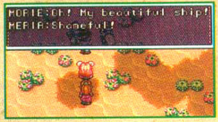
DRAGON DART

When I threw this amazing dart, it followed the enemy as though it had a mind of its own and connected with alarming speed. It was the best weapon to use against dragons.



DAY 23

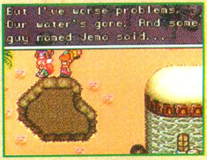
After we battled Geshtar, he took off and left the entire party stranded in the desert. I talked to each of the crew members, and one of them told me that if we headed toward the north, we would run into a village. We set out to find it.



MORIE:Oh! My beautiful ship!
MERIA:Shameful!

KAKKARA VILLAGE

There was a nice Inn in the village. We spent the night, then in the morning we talked to the villagers. All of the water in the town had dried up. They didn't know what was wrong, but Jema had told them that the Mana Seed had been stolen from the Fire Palace to the west, and the keeper of the Palace, Salamando, was missing, too.



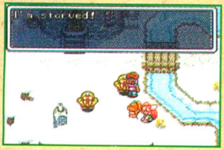
But I've worse problems.
Our water's gone. And some
guy named Jema said...

DAY 24

A villager told us about a town in the Ice Country that was as warm as the desert. We went to Cannon Travel and hitched a ride to the Ice Country to investigate.

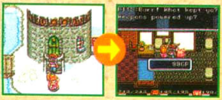
TODO VILLAGE

Cannon Travel dropped us right in Todo Village, a frosty place with an Inn, a Shop and several small houses. People here, too, spoke of an unseasonably hot town in the midst of all the ice.



I'm starved!

The Shop here sold many of the same wares that we'd seen in Kakkara Village. We hoped to buy enough Golden Vests for everyone.

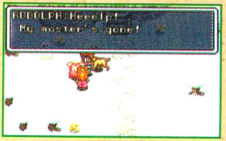


WATTS: Barr! What kept ya? Weapons powered up?

We peeked into all of the little houses. In one of them, we found Watts! He had traveled here from Kakkara Village, too.

REINDEER

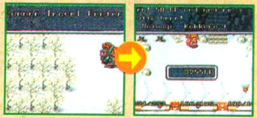
To the west, we met a red-nosed reindeer that had lost its master. We didn't know who he might be, but we offered to look.

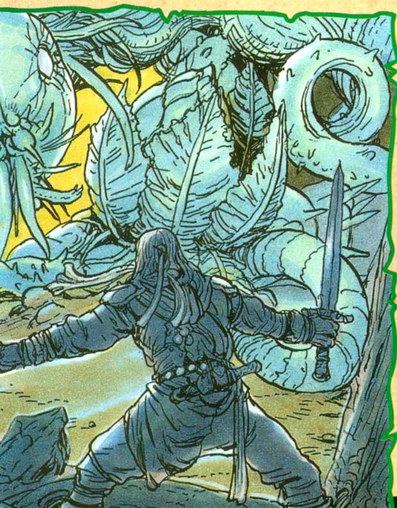


RUDOLPH: Heeelp! My master's gone!

CANNON TRAVEL

We found the Spear's Orb inside the reindeer's house, then we traveled south. We came upon another Cannon Travel station, but we weren't ready to leave Ice Country.

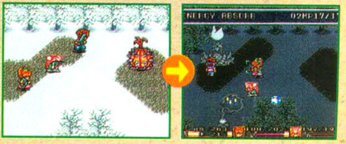




DAY 25

BOREAL FACE

As we were wandering in the Ice Forest, we suddenly found ourselves at a dead end. Just as suddenly, a massive plant that looked much like the Tropicallo we battled in Gaia's Navel appeared, and it started lobbing Pumpkin Bombs at us. Sylphid's Analyzer Spell told us that the mutant foliage feared Salamando's Magic—which we didn't have. The Sprite used Earth Slide, and I powered up my weapon to its most powerful point to inflict the most damage I could with every blow. Still, it was a fierce battle.



The Boreal Face tunneled up out of the snow right under our feet! It took all of our strength—and a lot of the Girl's healing magic—to beat it.

BOWS

Even though I wasn't a particularly skilled archer, I often armed myself with a Bow for protection as I traveled. Being able to attack enemies as they approached saved me on more than one occasion.

CHOBIN'S BOW

The Dwarf Chief from Gaia's Navel stole this bow, which wasn't very powerful, from Chobin.

SHORT BOW

Even though it was crafted from forged steel, the Short Bow lacked the power to beat difficult enemies.

LONG BOW

The Long Bow was an amazing work of art. It was seven feet long and capable of shooting arrows great distances.

GREAT BOW

The Great Bow was a powerful and accurate crossbow. It had the special ability to confuse enemies.

BOW OF HOPE

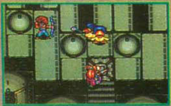
This special bow worked extremely well against demons and the undead. It fired silver-tipped arrows that were hot enough to char enemies instantly when they found their marks.

ELFIN BOW

A valiant elfin knight once owned this fine bow, but I was able to master it, too. When I equipped it, it increased my intelligence and wisdom, making me a more formidable opponent.

WING BOW

It took 27 craftsmen four years to create this fine bow, which had a range of more than half a mile. It could penetrate even metal.

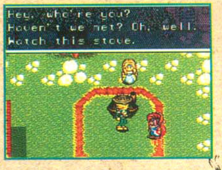


DOOM BOW

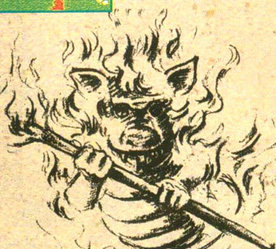
Enemies feared this weapon and often fled when they saw it. It had many powers, among them the ability to slow or completely block the enemies' healing powers.

THE HIDDEN PARADISE

After we destroyed the Boreal Face, the woods to the north opened, creating a path that led to a warm, hidden paradise. We thought it odd that such a pleasant place could exist surrounded by ice, but the villagers didn't question their fortunate weather. When one of them asked us to watch the stove, we became even more suspicious. We heard a strange sound coming from the stove, and when we opened it, a flaming being burst out!



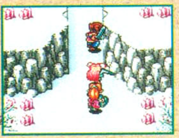
Hey, who're you?
Haven't we met? Oh, well.
Watch this stove.

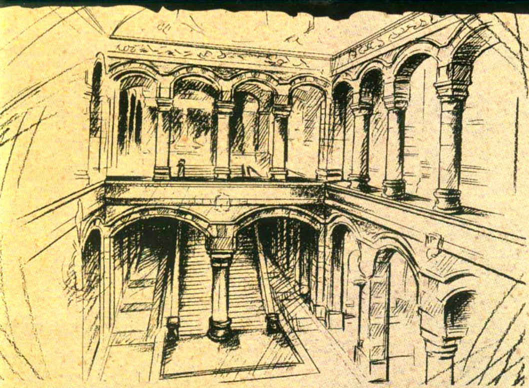


After thanking us, Salamando told us that he had been kidnapped and forced to heat the village. The keeper of the Fire Palace, Salamando had powers that he passed on to us.

DAY 26

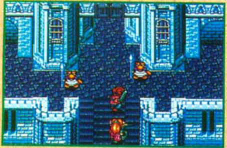
Still seeking the red-nosed reindeer's missing master, we headed north from the village into another section of Ice Forest, where we encountered a slew of enemies, the like of which we'd never seen before. We were fascinated with the new powers that Salamando had given us. The Girl and the Sprite practiced casting their new spells until they were proficient as using them, then we continued our search. In one opening in the trees, we met Neko, who was hawking a new set of wares. On our way through the woods, we'd run low on supplies, so Neko was a sight for sore eyes. Even though his goods were expensive, we were glad to pay the price, for they were the only wares in the area. We stocked up before heading to another opening in the east, where we found the entrance to the Ice Palace.





THE ICE PALACE

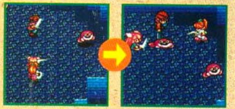
Shellblasts guarded the Ice Palace entrance. We tried to enter using the center hallway, but it closed as we approached.



There were two narrow halls, one to the left of the main hallway, the other to the right.

TONPOLE TRIO

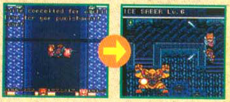
After fighting through Mystic Books and Spectres, we dropped into a room full of Tonpoles.



These Tonpoles looked just like the one we fought near the Water Palace, so we knew they'd turn into Biting Lizards before the fight was over. We took them on one-by-one, concentrating our efforts on a single lizard at a time.

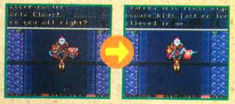
FROST GIGAS

We finally met the monster we'd heard so much about. It was a fearsome Frost Gigas, a big, blue beast that cast powerful Ice Saber and Acid Storm spells. His weakness was fire, so the Sprite and the Girl used their Salamando Magic to attack him. It soon melted the frosty beast.



SANTA?

The Frost Gigas suddenly changed, and we couldn't believe our eyes. He became Santa, who told us how he had tried to use the Mana Seed to make the ultimate Christmas tree. Using the Seed incorrectly had made him a beast!

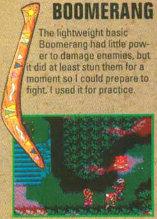


BOOMERANGS

Because they could be thrown from a distance, boomerangs made it possible for me to attack without risking injury. I could also reach enemies behind barriers using a boomerang.

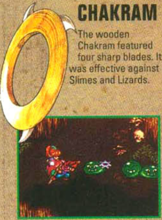
BOOMERANG

The lightweight basic Boomerang had little power to damage enemies, but it did at least stun them for a moment so I could prepare to fight. I used it for practice.



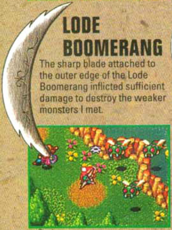
CHAKRAM

The wooden Chakram featured four sharp blades. It was effective against Slimes and Lizards.



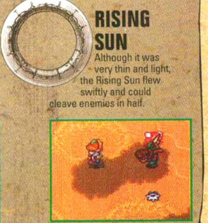
LODE BOOMERANG

The sharp blade attached to the outer edge of the Lode Boomerang inflicted sufficient damage to destroy the weaker monsters I met.



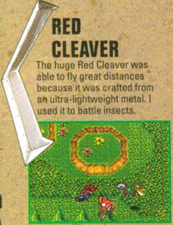
RISING SUN

Although it was very thin and light, the Rising Sun flew swiftly and could cleave enemies in half.



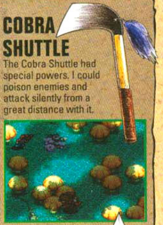
RED CLEAVER

The huge Red Cleaver was able to fly great distances because it was crafted from an ultra-lightweight metal. I used it to battle insects.



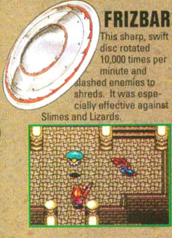
COBRA SHUTTLE

The Cobra Shuttle had special powers. I could poison enemies and attack silently from a great distance with it.



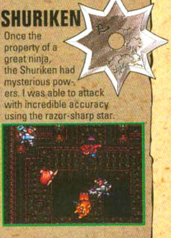
FRIZBAR

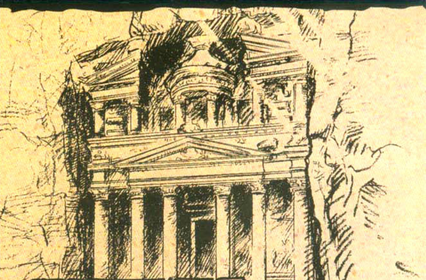
This sharp, swift disc rotated 10,000 times per minute and slashed enemies to shreds. It was especially effective against Slimes and Lizards.



SHURIKEN

Once the property of a great ninja, the Shuriken had mysterious powers. I was able to attack with incredible accuracy using the razor-sharp star.

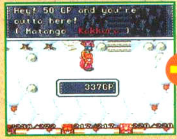




DAY 27

THE FIRE PALACE

After building experience in the Ice Country, we followed Santa's advice and returned to Kakkara Desert to restore the Mana Seed to its rightful place. We found the entrance to the Fire Palace northwest of Kakkara Village; inside, the intense heat nearly overwhelmed us.

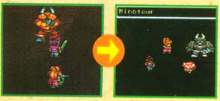


Hey! 50 GP and you're outta here!
(Matongo Kakkara)

337GP

THE MINOTAUR

We fought our way to the inner sanctum of the Fire Palace, where we met the Minotaur. I knew that we had to destroy him before we could seal the Mana Seed.

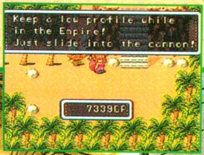


We dodged quickly to avoid the Minotaur's long, sharp horns. I thought it wise to keep our distance, so we relied on magic for our attacks.

DAY 28

TO THE EMPIRE

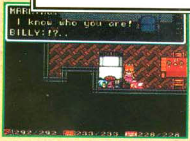
When our party returned to Kakkara Village, the people were talking about a place called the Empire, and Cannon Travel now listed it as a destination.



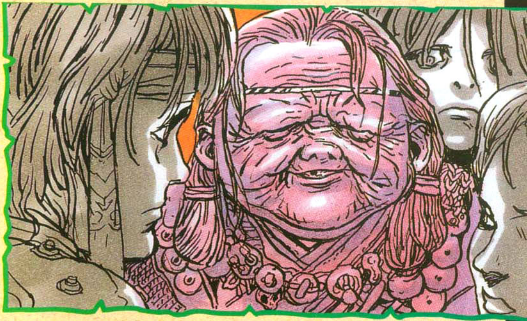
Keep a low profile while in the Empire!
Just slide into the cannon!

SOUTHTOWN

We chose Cannon Travel's new destination and landed in Southtown, a small village with close-mouthed inhabitants. One of them told us about a weird woman who lived in a house on the west side of town. We decided to pay her a visit to see what was so weird about her.

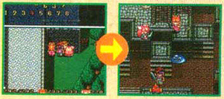


MAR
I know who you are!
BILLY:!?..



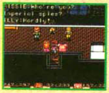
MARA'S MESSAGE

The woman's name was Mara, and she claimed to be a spy. We don't know whether or not she really was, but she did give us a password that she said would get us to Resistance Headquarters in Northtown.



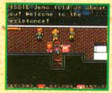
RESISTANCE HEADQUARTERS

When we told the guard in Southtown the password, he stepped aside and let us to enter the sewer, which was really a secret passage. It was a confusing maze, but we finally found our way to its exit. Mara had told us the truth! We stepped out into Resistance Headquarters, where we met the Resistance leader, Krissie. At first, she thought that we must be spies.



ISSIE:Who're you?
perial spies?
LLY:Hardly!

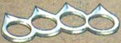
When we told her that we knew about Dyluck, Krissie believed that we weren't spies after all.



ISSIE:Jeno told us about
ou! Welcome to the
esistance!

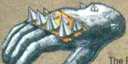
GLOVES

The glove weapons were useful for fighting in close quarters, and many of them held magical powers, as well. Learning to use them all made us well-prepared, versatile fighters.



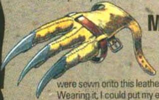
SPIKE KNUCKLE

Even though it was the weakest of the gloves, the Spike Knuckle doubled my punch power, nevertheless. When I equipped the spiky fist, it made weak enemies think twice about picking a fight with me.



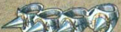
POWER GLOVE

The Power Glove was slightly more powerful than the Spike Knuckle, and it had special strength against the insects and crustaceans I met early in my adventure.



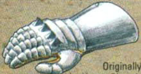
MOOGLE CLAW

Three claws from a Moogle were sewn onto this leather glove. Wearing it, I could put my enemies to sleep. It was a "handy" weapon, indeed.



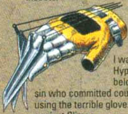
CHAKRA HAND

The spirit of a martial arts master had been sealed inside this elaborate brass knuckle, and it was said to give it special strength. Wearing the gleaming Chakra Hand increased my strength and wisdom.



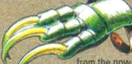
HEAVY GLOVE

Originally worn for self-defense, the Heavy Glove later became an offensive weapon when spikes were added to it. It was good for attacking insects.



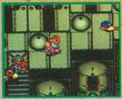
HYPER FIST

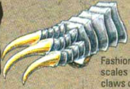
I was told that the Hyper Fist once belonged to an assassin who committed countless murders using the terrible glove. It was effective against Slimes.



GRIFFIN CLAW

A trio of talons from the now-extinct Griffin were attached to this metallic glove. Few monsters could elude my terrifying grasp when I wore the mighty Griffin Claw.





DRAGON CLAWS

Fashioned from the steely scales and super sharp claws of a dragon, the Dragon Claws could pierce even the thickest and toughest skin.

DAY 29

NORTHTOWN

The Empire consists of this town, Southtown and the Gold Isle.

After talking to everyone in Resistance Headquarters, we ventured out onto the streets of Northtown, a bustling city with many shops and homes. We stopped off at a Shop that had more powerful armor than we'd seen before, so we bought all that we could afford before moving on.

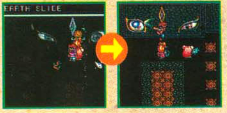
THE EMPIRE RUINS

CALLI:Phanna! Wake up!
Are you okay, Phanna?
PHANNA:...

The Resistance had told us that Dyluck was up to evil tricks in the nearby ruins, so we went to investigate. On the way, we met Phanna, who seemed to be in a trance. Krissie took her back to town while we continued into the fog-shrouded ruins to find out what mysterious force was at work there.

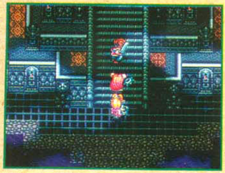
DOOM'S WALL

Our final challenge in the ruins was Doom's Wall, which looked like the Wall Face that we fought in Pandora Ruins. The Girl used the Analyzer to determine that its weakness was Lumina Magic. Unfortunately, we had none.



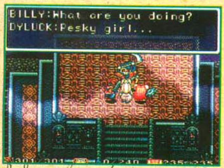
The Sprite's Earth Slide spell had worked against the Wall Face, so we tried it on Doom's Wall. It worked well here, too, so we concentrated all of our energy on the wall's center eye. The Girl kept

healing us with her magic when the wall's spells wore us down, and soon the wall crumbled.



DYLUCK

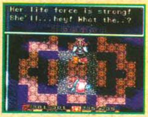
After dooming the wall, we discovered Dyluck. The Girl was ecstatic when she saw him, but it was soon apparent that he was not himself. He drained the Girl's energy, then told the Sprite and me to go through the door ahead.



BILLY:What are you doing?
DYLUCK:Pesky girl...

THANATOS

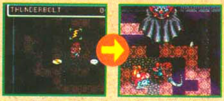
The Sprite and I went behind the altar and through the door. There we met Thanatos, who attempted to take control of the Girl. Dyluck resisted, though, angering Thanatos. He left us to the mercy of his Vampire, a frightful creature that cast dreadful spells and tried to suck the life from each of us.

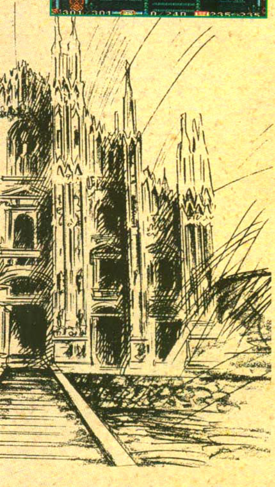


Her life force is strong!
She'll...hey! What the..?

THE VAMPIRE

Only by casting spell after spell were we able to control the battle and defeat Thanatos' Vampire. While we celebrated, Thanatos and Dyluck disappeared.





THE FINAL EPISODE AWAITS

What would become of Dyluck? Thanatos disappeared into thin air, with luckless Dyluck in tow. Because he had saved her, the Girl was more determined than ever to rescue him, but where had they gone? Where would we look for an invisible force? And what other evil forces were at work in the world of Mana? I know that strange forces are at work, Journal. I'll write more later.

CLASSIFIED INFORMATION

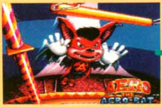
AERO THE ACRO-BAT™

■ FROM AGENT #491

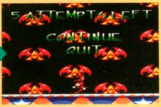
Extra Continues

Agent #491 has found a big-top full of codes for Aero the Acro-Bat by Sunsoft. You can improve your chances of finishing all of Aero's high jinks when you have five extra Continues. When you first turn on the game, wait until the Title Screen appears, then quickly press X, Y, B, A, X, A, B, Y, Up and the L Button. When the Continue Screen appears, you will get 5 Continues instead of the normal three.

Press X,Y,B,A,X,A,B,Y,Up, then L.



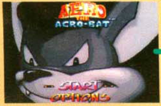
Quickly enter the code when the Title Screen appears.



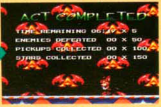
Your extra Continues will appear on the Continue Screen.

Level Skip

With this tricky series of codes, you can skip any level of the game. When the Start Screen appears, press Down, A, Down, Y, Down, A, Down, Y, then start a new game. Pause the game as soon as you can, then press Up, X, Down, B, Left, Y, Right, A, L and R. Now when you pause the game, you can skip to the next level by pressing the Select Button. This code is tricky, but you can explore the entire game if you enter it correctly.



On the Start Screen, press Down, A, Down, Y, Down, A, Down, Y then begin playing.



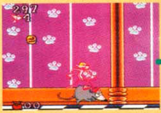
Pause the game and enter the second part of the code. Press Select and Start to skip ahead.

PINK PANTHER IN PINK GOES TO HOLLYWOOD™

■ FROM AGENT #770

Invincibility Code

If you are having trouble getting past any of the Pink Panther's enemies, try this easy trick. When you are playing the game, plug in Controller II and have it ready to use. When you reach the area that is giving you trouble, hold the L Button on Controller II. As long as you have the L Button held down, you will be invincible. After you get past the tricky area, you can continue playing as normal.



If you are having trouble with an area of the game, try this trick.

Hold down the L Button on Controller II, and you will become invincible.

Super Slow-Motion

This unusual code doesn't help much when you're playing the game, but it is a neat trick to play around with. Anytime during the game, hold down the R Button on Controller II. At first, it will look like the game has been paused, but if you continue to watch the screen, you'll notice that the game has been set at super slow-motion. It's impossible to play the game like this, but it's cool to watch.

While you're playing the game, hold the R Button on Controller II.

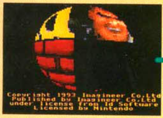
All the action on the screen will run at a super slow-motion speed.

Wolfenstein 3D

FROM AGENT #133

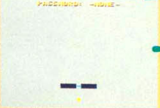
Invincibility Code

Agent #133 has found two codes for Wolfenstein 3-D that will help any player finish it. If you find yourself getting damaged by enemy attacks, try using this invincibility code. When you are getting ready to play, hold the R Button on Controller I,then turn on the power to your Super NES. When the Title Screen appears, release the R Button and start a new game. Pause the game then press B, Up, B and A. When you continue playing, your enemies can't hurt you!

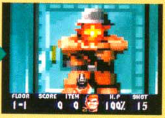

Copyright 1993 Imagineer Co.Ltd
Published by Imagineer Co.Ltd
under license from Id Software
Licensed by Nintendo

Hold the R Button on Controller I, then turn on the power.

Release the R Button when the Title Screen appears, then start a new game.


PASSWORD: -NONE-

Pause the game then press B, Up, B, and A on Controller I.


FLOOR SCORE ITEM H.P SHOT
1-1 0 0 100% 15

When you resume playing, you'll be impervious to all attacks.

Level Exit

Have you been through the first few levels of the game way too many times? Then this code is for you! Before you start playing, hold the R Button on Controller I, then turn on the power to your Super NES. When the Title Screen appears, release the button and begin playing a new game. Anytime that you want to skip to the next level, pause the game and press Up, B, R, then B. When you resume playing you will skip to the next stage.

Copyright 1993 Imagineer Co.Ltd
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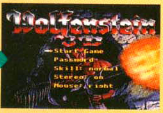
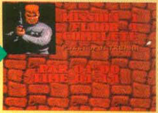
Before you begin playing the game, hold the R Button then turn on the power.


Start Game
Password
Skill: normal
Stereo: on
Mouse: right

Release the R Button when the Title Screen appears, and begin a new game.

PASSWORD: -NONE-

If you want to skip to the next level, pause the game and press Up, B, R, then B.



When you resume playing, you'll skip to the end of the stage.

MISSION BRIEFING

If you still can't beat the game when you use one of these codes, try using several of them at the same time.

FLOOR SCORE ITEM H.P SHOT
3-4 223573 0 100% 283

You can enter any of the codes at the same time to customize the game to your liking.

Daffy Duck

FROM AGENT #123

Ducks Galore

Duck Dodgers never had it so easy! When you use this great code, discovered by Agent #123, you can try to foil Marvin Martian's evil plans with 50 ducks in reserve. To enter the code, begin a new game, and when the screen reads, "Where there's duck, there's fire," appears, press Left, Left, Right, Right, Up, Down, Y, A, B and X. If you enter the code correctly, you will hear a voice say, "Mother."

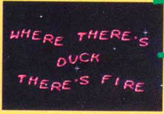
Left, Left, Right, Right, Up, Down, Y, A, B and X.

SCORE 0004600
CASH $00650

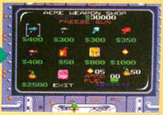
This game can be tough when you only have a few ducks.

Daffy Duck
THE MARVIN MISSIONS

When the Title Screen appears, press Start and begin a new game.


WHERE THERE'S DUCK THERE'S FIRE

When this screen appears, enter the Extra Duck Code.


ACME WEAPON SHOP
$30000
FREEZE GUN
$400 $300 $300 $350
$400 $50 $800 $1000
$2500 EXIT

If you hear a voice say, "Mother," you'll start the game with 50 extra ducks.

CLASSIFIED INFORMATION

EA SPORTS PRESENTS MLBPA BASEBALL

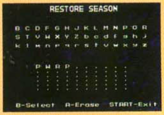
■ FROM AGENT #162

Games Change Code

If you have already mastered MLBPA Baseball by Electronic Arts, then these game altering codes are for you! You can change many of the elements of the game by enter any of these special passwords at the Resume Season screen. After entering the code, begin a new game and start playing. For added challenge, you can use several of these codes at the same time.

POWER PITCHING:	**PWRP**
POWER HITTING:	**PWRHT**
RUBBER FIELD:	**RBBR**
ICE FIELDS:	**BRRR**
CHALLENGE MODE:	**NNTH**

POWER PITCHING

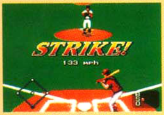


RESTORE SEASON

B C D F G H J K L M N P Q R
S T V W X Y Z b c d f g h j
k l m n p q r s t v w x y z

P W R P

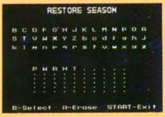
B-Select A-Erase START-Exit



Enter the password PWRP, then start a new game or season.

You'll add 40 mph to your pitcher's fastball!

POWER HITTING

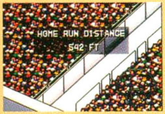


RESTORE SEASON

B C D F G H J K L M N P Q R
S T V W X Y Z b c d f g h j
k l m n p q r s t v w x y z

P W R H T

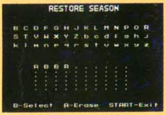
B-Select A-Erase START-Exit



Use PWRHT as your password if you need some offensive help.

Your batters will hit at full power with every swing.

RUBBER FIELD

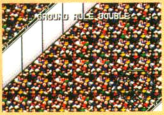


RESTORE SEASON

B C D F G H J K L M N P Q R
S T V W X Y Z b c d f g h j
k l m n p q r s t v w x y z

R B B R

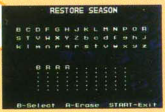
B-Select A-Erase START-Exit



For a fielding challenge, try using RBBR for your password.

The field will act like it was made of rubber, bouncing the ball all over.

ICE FIELDS

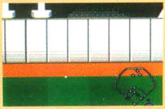


RESTORE SEASON

B C D F G H J K L M N P Q R
S T V W X Y Z b c d f g h j
k l m n p q r s t v w x y z

B R R R

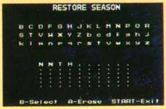
B-Select A-Erase START-Exit



For a lighter fielding challenge, use BRRR as your password.

The field won't change color, but the ball will slide as if it were made of ice.

CHALLENGE MODE

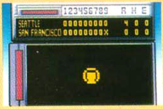


RESTORE SEASON

B C D F G H J K L M N P Q R
S T V W X Y Z b c d f g h j
k l m n p q r s t v w x y z

N N T H

B-Select A-Erase START-Exit



For the ultimate challenge, enter the password NNTH.

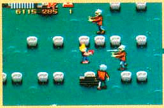
You will begin in the bottom of the ninth, four runs behind.

ZOMBIES ATE MY NEIGHBORS

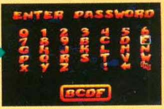
■ FROM AGENT #926

Day of the Tentacle

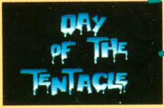
With all of the zany fun of Zombies Ate My Neighbors, many players never realize that they miss the very first Bonus Round in the game. Enter BCDF on the Password Screen and you will begin the game at the Bonus Round. Collect all of the Power-Ups then continue playing the game as normal. Shoot the hedge at the top of Stage 1 with the Bazooka to enter the Bonus Round again.



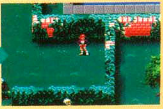
Normally, you'll begin the game on Stage 1 and miss the first Bonus Stage.



Enter BCDF as your password, then start a new game.



You will begin the game at the "Day of the Tentacle" Bonus Round.



After finishing the Bonus Round, continue playing the game as normal.

CLASSIFIED INFORMATION

FATAL FURY 2

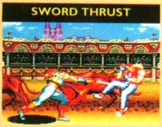
FROM AGENT #015

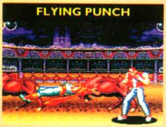
Bosses' Moves

It is possible to play as the powerful bosses in Fatal Fury 2 if you use the code that was printed in last month's Nintendo Power. But if you want the bosses' special moves you'll need this month's magazine. The directions work when you are on the right side of the screen, so reverse them if you are on the left side. With practice you can master these great attacks!

B. LAWRENCE

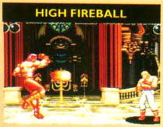
SWORD THRUST	←↙↓↘→ then Y
FLYING PUNCH	Hold ← then → and Y
CAPE FLIP	Hold ↓ then ↑ and B

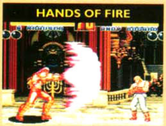

SWORD THRUST


FLYING PUNCH

W. KRAUSER

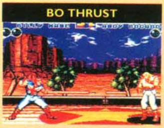
HIGH FIREBALL	↓ ↙ ← then Y
LOW FIREBALL	↓ ↙ ← then B
HANDS OF FIRE	→← ↙↓↘ K then Y

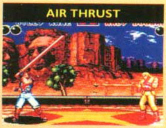

HIGH FIREBALL

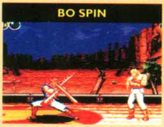

HANDS OF FIRE

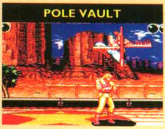
BILLY KANE

BO THRUST	Hold ← then → and Y
AIR THRUST	Hold ↙ then ↗ and Y
BO SPIN	Y or X pressed repeatedly
POLE VAULT	↙↓↘→ then B


BO THRUST

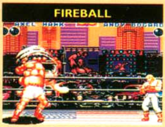

AIR THRUST

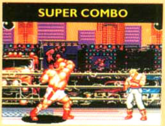

BO SPIN


POLE VAULT

AXEL HAWK

FIREBALL	←↙↓↘→ then Y
SLIDING PUNCH	Hold ↙ then → and Y
SUPER COMBO	Hold X and A for eight seconds

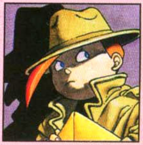

FIREBALL


SUPER COMBO

SECRET AGENTS WANTED

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733



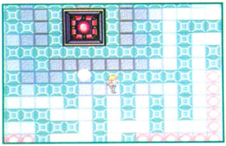
COUNSELORS' CORNER

PALADIN'S QUEST

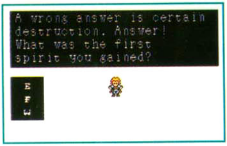
Harold Mullins

HOW DO I GET THROUGH THE CRYSTAL MAZE?

If you wander around in the Crystal Maze, you're sure to be caught by Doth, its all-seeing guardian. To reach the center of the maze without being caught, follow these steps: Walk Up 7 steps, Right 2, Left 2, Up 2, Left 2, Down 1 and Left 2. Next, go Up 1, Left 2, Up 2, Right 3, Up 2, Left 1, Up 2 and Right 2. Continue Up 5, Right 1, Left 1, Right 1, Left 1, Right 1, Left 1, Right 1, Left 1 and Right 1. Now walk Up 3, Right 2, Down 2, Right 1, Left 1 and Down 3. Finally, go Left 1 and Down 5 to the center of the maze. When you get there, you'll have to answer two questions. The answer to the first is "F," the answer to the second is "E." When you answer both questions correctly, you'll get the Spirit Magic Spell, which you can use to defeat Doth.



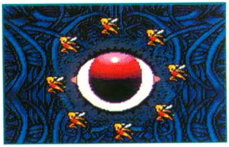
If you try to find your way through the Crystal Maze without a plan, you're sure to be caught by Doth.



A wrong answer is certain destruction. Answer! What was the first spirit you gained?

E
F
W

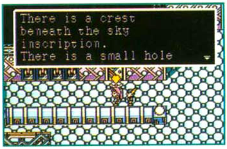
When you reach the center of the maze and answer the two questions, you'll get the Spirit Magic Spell.



Use your new spell to defeat Doth, the Crystal Maze's fierce guardian.

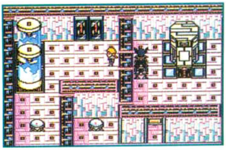
? WHERE DO I FIND SOPHIE'S BOOTS? ?

Sophie's Boots are in the vast area of the Ancient Dungeon, where you'll find the four Crest Doors. Go through the Sky Crest Door to reach the Life-form Research Laboratory and find the elevator in the upper right corner. Ride it up one floor, exit and walk through the wall on the left. Open the Treasure Chest there to find Sophie's Boots.



There is a crest beneath the sky inscription.
There is a small hole

Walk through the Sky Crest Door to the elevator.



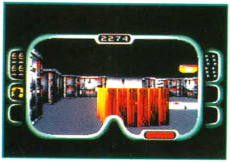
Go up, exit and walk through the wall on the left.

JURASSIC PARK

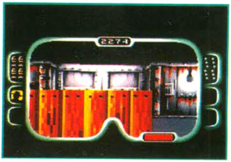
HOW DO I KEEP RAPTORS OUT OF THE VISITORS' CENTER?

Matt Dillingham

You'll have to block the door leading from the Raptor Pen into the Visitors' Center. First, be sure that you've re-booted the main computer, then go to the lower level of the Raptor Pen and locate the large, wooden crate. Stand so that you can see the elevator door on the opposite side of the room, then begin pushing the crate. Slide it into position in the doorway in order to block it off. The main computer must be re-booted before the crate will move.



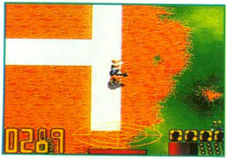
Go to the lower level of the Raptor Pen and find the crate. Stand so that you're facing the elevator.



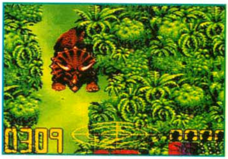
If you've re-booted the main computer, the crate will move. Slide it into the doorway to pen the Raptors in.

WHERE DO I FIND THE LAST EGG?

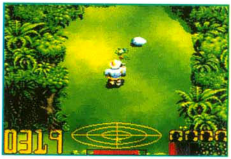
Although the Eggs aren't numbered and you can find them in any order, the one that most people have problems finding is in the southeast corner of the island. It's east of the Helipad in a maze of trees and bushes. You must walk through what appears to be a wall of trees to find it. Walk east from the Helipad until you reach the trees, then go up to the riverbed. Walk to the right then down, pushing on the trees on your right as you go. When you push the correct tree, you'll find a hidden path that leads over and up to the Egg.



Walk east from the Helipad until you reach the edge of the trees, then go up to the riverbed.



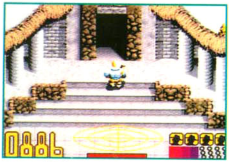
Walk to the right from the riverbed, then go down and push on the trees until you find the hidden path.



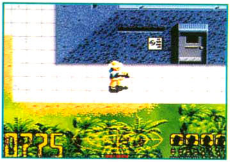
Follow the hidden path to the right then up to find the Egg above.

WHERE IS DENNIS NEDRY'S I.D. CARD?

Nedry's I.D. card is in the Beach Utility Shed, which is located in the southwest corner of the island. Go up and left from the Main Gate to enter the southwest forest, then head due south to find the shed. You'll find the card on the ground level of the shed, in a room in the upper left corner. Retrieve the card, exit the shed, and walk back up and over to the Visitors' Center. You'll need to use the card to open the door to a secure area of the building.



Go up and left from the Main Gate to find the forest, then head south to the Beach Utility Shed.



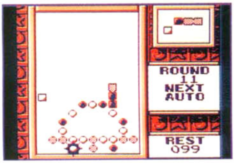
Pick up the I.D. Card in the upper left room and take it back to open the door in the Visitors' Center.

TETRIS 2

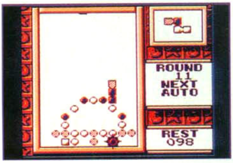
HOW DO I EARN A "PERFECT" FOR PUZZLE LEVEL 11?

Greg Evans

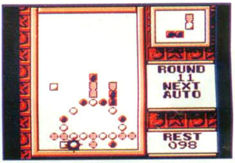
Turn the first piece clockwise once, then move it to the right two spaces. As soon as the first section lands, move the white block all the way to the left, against the wall. When it reaches the bottom of the screen, slide it right two spaces, next to the flashing bomb. Turn the second piece clockwise once, then let it fall. When the first section lands, move the white block left to the wall and let it drop. As it nears the bottom, move it right, next to the block you placed earlier. Now watch the bombs disappear to clear the level. Perfect!



Flip the first piece clockwise, move it to the right, then slide the white block left to the wall.



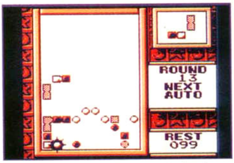
Before the white block lands at the bottom of the screen, slide it right, against the flashing bomb.



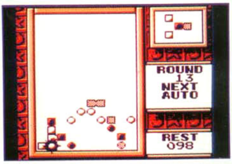
Turn the second piece clockwise and let it fall. Put this white block next to the other one.

WHAT'S THE "PERFECT" SOLUTION TO PUZZLE LEVEL 13?

Make two clockwise turns with the first piece, then move it to the left, against the wall, and let it fall. Turn the second piece clockwise once and let it drop. When the first part of the piece lands, quickly move the remaining blocks left three spaces. When they fall into place, they'll clear the screen and you'll have a perfect solution to the puzzle.



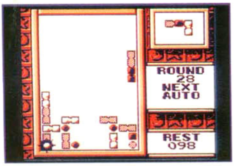
Make two quick clockwise turns with the first piece, then slide it left to the wall and let it fall.



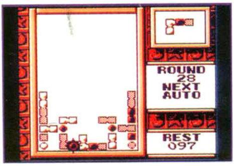
Turn the second piece once. After its first section lands, move the other blocks to the left.

HOW CAN I RATE "PERFECT" ON LEVEL 28?

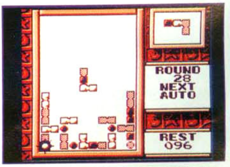
Turn the first piece clockwise once, then move it left to the wall and let it drop. Rotate the second piece clockwise one turn, then slide it right to the wall and let it fall. Turn the third piece clockwise once, let it drop until it's one space from the bottom, then rotate it clockwise once more. Turn the fourth piece counter-clockwise once, then move it one space to the left and drop it for the perfect solution.



Turn the first piece and put it next to the left wall, then turn the second and put it next to the right wall.



Rotate the third piece one turn, let it fall to within one space of the bottom and turn it again.



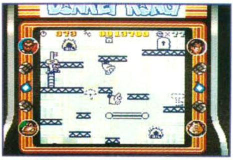
Turn the last piece counter-clockwise and move it left one space. It's the perfect solution.

DONKEY KONG

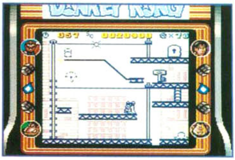
HOW DO I REACH HIGHER LEDGES WHEN I'M CARRYING THE KEY?

Randy Shoemake

When you're carrying the Key, you can't jump as high as you usually can, and you can't climb ladders, either. To get both the Key and yourself up to high ledges, you'll have to throw it up first. Hold the Key, jump as high as you can and throw it onto the ledge. If there's a ladder, you'll be able to climb it without the Key. If there is no ladder, either do a back flip or jump from a handstand up to the ledge.



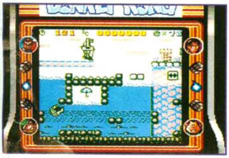
To reach the higher ledges, jump as high as you can while holding the Key and give it the heave-ho.



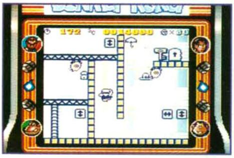
Without the Key, you'll be able to jump higher. Try jumping from a handstand or use a back flip.

HOW CAN I MAKE THE ARROW BLOCKS LAST LONGER?

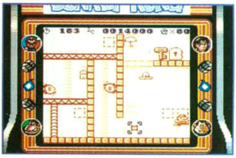
There are a couple of strategies that will help you use Arrow Blocks to your best advantage. The first won't actually make the blocks last longer, but it will help you decide where to place them. When you pick an Arrow Block up, the screen will freeze and you'll can place the block wherever you want it. When placing it, remember that they begin to disappear in the same direction that they appeared. For example, if you place a block so that it stretches from right to left as it grows, when it disappears, it will disappear from right to left, as well. Consider which direction of growth will be most helpful, then place the block so that it will still be in the space where you need it when you need it. Another strategy is to use two blocks together. If you place two of them, one right after the other, the first one won't begin to disappear until the second one you placed is gone, so you can actually make the first one last longer than it would if you placed it alone.



If an Arrow Blocks stretches out from right to left, it will disappear from right to left, too.

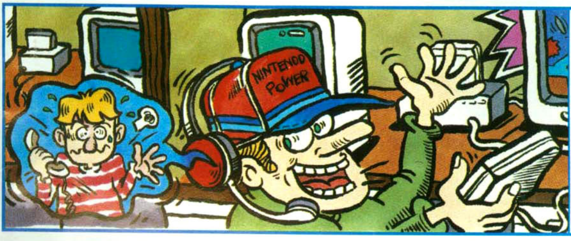


Arrow Blocks that stretch into ladders from bottom to top will disappear from bottom to top.



If you place two Arrow Blocks, one after the other, the first won't disappear until the second one does.

TAP THE POWERLINE--CALL A COUNSELOR



WRITE TO:
Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:
(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time.

NOW PLAYING

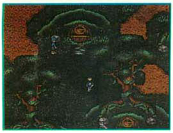
AUGUST
1994

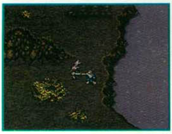
LOOK FOR THESE RELEASES SOON

LORD OF THE RINGS, VOL. I

Company	Interplay
Suggested Retail Price	Not Available
Release Date	August 1994
Memory Size	8 Megabits
Game Type	Adventure for 3 players based on the fantasy trilogy

Welcome to Middle-earth, home of hobbits, wizards, elves and a darker side ruled by Sauron who covets his lost ring. Interplay's adventure conveys much of the feeling of Tolkien's stories by loosely following the events through about half of the journey to Mordor. The overhead view allows for hours of exploration, item-collecting and puzzle-solving. Your hobbits and their companions must face the dangers of the Old Forest, Barrow Downs, Wilderland (Troll Shaws), and the Mines of Moria. Fighting off the creatures of Mordor won't be easy, either, but your fellowship will gain strength from each victory. Fans of the Lord of the Rings will find much that is familiar in this game, but Interplay has varied the events enough to keep you on your furry toes. Be sure to start your journey in Middle-earth with the review and maps in this issue of Power.





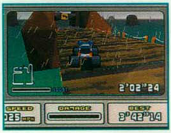
+ Feels truly Tolkienesque in the graphics and story. The multi-player option makes for a great alternative way to play the game. An excellent musical score and sound quality. Tolkien fans should celebrate!

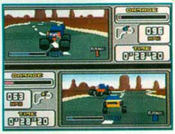
– Awkward play control when fighting. Control with the Super NES Mouse is very poor. Extreme patience is necessary when exploring interior areas, and mapping skills are useful.

STUNT RACE FX

Company	Nintendo
Suggested Retail Price	$59.95
Release Date	July 1994
Memory Size	8 Megabits
Game Type	Super Fx chip, 3-D racing for two players

It's finally here, and the wait for Stunt Race FX was well worth it. Nintendo spent the extra time in development to ensure that this racer would be more than a quick trip around the course. The variety of tracks, vehicles and modes will keep players riveted until the cows not only come home, but brush their teeth and hobble off to bed. Use of the Super FX chip means extra special effects are possible. The 3-D polygon environment scrolls and scales with precision unmatched in other racing games, making for the most involving on-track experience. The two-player, simultaneous mode lets you go head-to-head with a buddy while the Stunt Trax pits you against some of the most torturous courses any driver is likely to encounter.





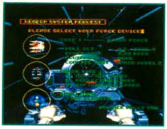
+ It's easy to get the hang of the controls. Fast and fun. Excellent graphics and depth of play. Two-player simultaneous mode. Battery backed up memory. Good sound.

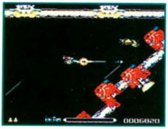
– After crashes, you may find yourself disoriented as the viewpoint of your vehicle may not be what you expected. The stunts aren't quite the loop-to-loop daredevil stuff you might expect.

R-TYPE III

Company	Jaleco
Suggested Retail Price	Not Available
Release Date	August/September 1994
Memory Size	16 Megabits
Game Type	Shooting for two players in alternating action

R-Type fans have probably been wondering whatever happened to R-Type III from Irem, which was supposed to reach the stores last March. Well, as fate would have it, Irem closed its doors and sold the game to Jaleco. What Jaleco received is one of the best space shooters ever. The graphics include some spectacular Mode 7 effects, giant enemies, fast scrolling action and other special visual gizmos. The play is also sharp in six levels of very challenging action. To get a closer look at this game, hunt up a copy of Nintendo Power Volume 58 from last March.





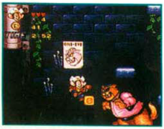
+ Great play control, excellent graphics and lots of challenge with no slow-down. The game has an endless Continue.

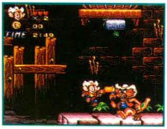
− Only six stages of alien-kicking fun.

AN AMERICAN TAIL: FIEVEL GOES WEST

Company	Hudson Soft
Suggested Retail Price	$59.95
Release Date	August 1994
Memory Size	8 Megabits
Game Type	Cartoon action for one mouse (or person)

America's favorite young mouse-in-trouble, Fievel, gets himself in hot water with every step in Hudson's action game based on the animated movie of the same title. Fievel, alone in New York, must work his way West over back alley clotheslines and down in the sewers, at least until he gets past Jersey. Then the variety starts turning wild and wooly with rattlesnakes and sharp shooters as he heads West to save his family from the notorious Cat R. Waul.





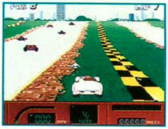
+ Great graphics, fun story and action.

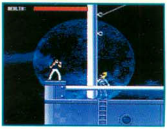
− The five stages won't provide enough challenge or depth for all players. Hit detection on some objects is poor, making some jumps difficult as Fievel falls through objects.

SPEED RACER

Company	Accolade
Suggested Retail Price	$69.95
Release Date	August 1994
Memory Size	16 Megabits
Game Type	Racing and action for one player

Speed Racer has enjoyed an almost fanatic popularity over the years as a syndicated cartoon. Now Accolade brings the beloved character to the Super NES. In the opening sequence, you'll steer Speed's racer, the Mach 5, over a twisting, 3-D highway course, collecting Boosters and battling to stay in the lead. After winning the race, a cinema scene fills you in on the story so far. Then you shift into the action adventure mode of the game, controlling Speed who can run, climb, punch, kick and get beaten up. Although such fights often occurred in the television episodes, these video game action stages look like video game graphics, not the cartoon. After taking some abuse at the hands and guns of random thugs, it's time to hop back into the racer and burn rubber, then duke it out some more, and so on, and so on.





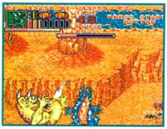
+ A good idea, and a fun license. Good cinema scenes.

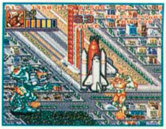
− Seemingly endless driving stages without much challenge. Play control in the action stages can be poor. Character graphics and animation in the action stages is also poor. Speed Racer fans will find that this game doesn't truly capture the fun or action of the TV show.

KING OF THE MONSTERS 2

Company	Takara
Suggested Retail Price	$64.99
Release Date	June 1994
Memory Size	16 Megabits
Game Type	Monster fighting and city stomping for one or two players

Although King of the Monsters 2 came out in June (also see the June Now Playing section,) Nintendo Power didn't have space to cover it in a review until now. Takara gives you the chance to follow in the footsteps of Godzilla and battle super mutant creatures and robots. Corny, sure, but also fun.





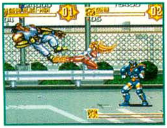
+ The Monster theme is fun and a nice change from traditional fighting games.

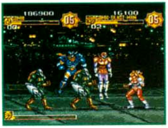
− Not much complexity in the fighting strategies or moves.

SONIC BLASTMAN 2

Company	**Taito**
Suggested Retail Price	**Not Available**
Release Date	**August/September 1994**
Memory Size	**12 Megabits**
Game Type	**Scrolling fighting for one or two players**

Sonic Blastman returns for more power-punching and super-stomping in Taito's sequel to last year's surprise hit. Sonic Blastman may not have the rich comic book history of other super heroic types, but he has the moves, the courage, and, most importantly, the endless parade of enemies who want to silence his sonic blasts. This is serious side-scrolling fighting with a smidgin of humor, just like the original. Even better, this new version has a two-player option in which a second hero of justice can join in the fun. Sonia, the Blastlady, and Captain Choyear bring new talents to the quest. Each character has 15 different moves including the trademark sonic flurry punches.





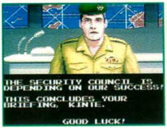
➕ Good graphics and play control. Two-player option.

➖ Although the game is fun, don't expect anything new in this sequel. Some stages almost seem to be repeats of the original game. Only five stages.

OPERATION THUNDERBOLT

Company	**Taito**
Suggested Retail Price	**Not Available**
Release Date	**August 1994**
Memory Size	**10 Megabits**
Game Type	**Shooter for one player**

It's time to revisit the tumultuous Middle East where war hangs forever in the air like a stench of rottenness. If this target shooting game from Taito also reminds you of something unsavory, don't be surprised. In this game, you are a special agent fighting kidnapping and terrorism in the region. After choosing your agent, you'll be dropped inside enemy territory where you must succeed at several missions before moving on. The action consists of shooting everything, except civilians, as quickly as possible while remaining healthy, or at least alive. The scenes scroll both sideways and forward in the eight different stages. You can heal yourself by shooting Health Packs, and you can upgrade shots and armor. The best part of the game is the multi-player option, which allows two agents to blast away simultaneously and requires them to act cooperatively. Players have a choice of using the Super Scope, Super NES Mouse, or regular Controller.



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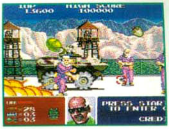


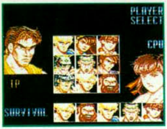
➕ Believable mission briefings. Easy to master. Good cooperative game in two-player mode. Super Scope and Super NES Mouse compatible.

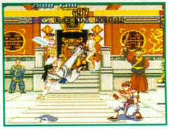
➖ Play control with the regular controller is difficult. Use the Super NES Mouse for better results. Brutal theme and semi-realistic violence may offend some players. Not terribly challenging.

FIGHTER'S HISTORY

Company	**Data East**
Suggested Retail Price	**Not Available**
Release Date	**August 1994**
Memory Size	**20 Megabits**
Game Type	**Tournament Fighting for one or two players**

Data East's entry into the crowded martial arts tournament, Fighter's History, made some history of its own in the courtroom when a judge found that it did not infringe on Capcom's copyrights for Street Fighter II. Players will certainly notice similarities between the games, however, just as they would note similarities between SF II and any of about a dozen other games. In the end, that lack of creativity is what makes Fighter's History just another tournament fighter. The game contains one and two player modes. You can select speed, time limits and skill level. In the Survival mode, your fighter takes on five opponents in single match meetings. With nine fighters in the line-up, you can pick from a wide range of fighting strengths and weaknesses.





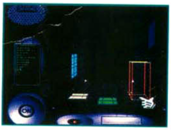
➕ Good play control and graphics.

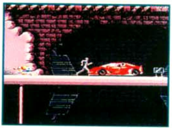
➖ Little originality. Data East may have won in the courts, but players won't find many new features to recommend FH over SF II. Annoying sound track and poor voice.

IMPOSSIBLE MISSION 2025

Company	**Microprose**
Suggested Retail Price	**Not Available**
Release Date	**August 1994**
Memory Size	**8 Megabits**
Game Type	**Action with puzzles for one player**

Impossible Mission 2025 originated with home computers like the Amiga. It is a mix of action stages, arcade sequences and puzzles. One minute your character will be running, jumping and shooting to stay alive in a hostile, alien world, and the next, you'll be faced with an elegant logic puzzle or memory sequence of one sort or another. In the context of the game, the puzzles are part of a computer system that you must crack as you run and shoot. Microprose has even included the original game in this much-improved Super NES version. If you've played the original, expect much more sophisticated graphics and smoother play control. If you haven't, expect a game that is challenging to both action and puzzle fans.





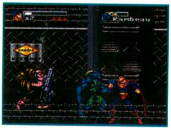
+ Good graphics and variety of play.

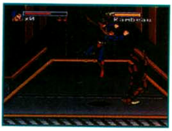
− Very unforgiving. Much of the challenge is that the game allows only one hit.

THE DEATH AND RETURN OF SUPERMAN

Company..........Sunsoft
Suggested Retail Price..........Not Available
Release Date..........August 1994
Memory Size..........16 Megabits
Game Type..........Comic action for one player

It's been said that you can't keep a good man down, and that is doubly true of Superman. In Sunsoft's action-packed The Death and Return of Superman, he doesn't stay dead for long and, once he returns, he takes to the air to kick the collective can of crime. This game combines plots and themes from the Death of Superman and Reign of the Supermen series. In ten stages consisting of scrolling street fighting and flying shooter areas, you get to control the Eradicator, the Cyborg, the Man of Steel and Superboy in addition to the one and only Superman. Each of the super guys can fly, but each also has special moves. Cinema scenes reveal a story with some surprising twists.





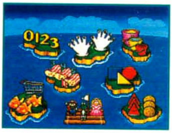
+ Excellent graphics, play control and a fun story line. Each of the supermen has unique throws and super attacks.

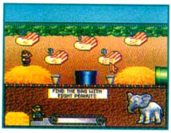
− Not as much variety or challenge as you might expect. Superman's flying attacks and heat-ray vision are very limited.

MARIO'S EARLY YEARS: FUN WITH NUMBERS

Company..........Mindscape
Suggested Retail Price..........Not Available
Release Date..........August 1994
Memory Size..........8 Megabits
Game Type..........Edutainment

Mindscape's Mario-based edutainment series continues with Mario's Early Years: Fun With Numbers. This Super NES exploration of basic mathematic functions will be released just in time for the new school year, so kids heading off to kindergarten can get a jump on the basics. With Mario as your guide and helper, you'll learn to recognize sets, numerals, geometric shapes and other concepts. The interface is geared to preschoolers and, unlike previous Mario edutainment games like Mario's Time Machine, the game is fairly easy to understand and control. This title should not be confused with any of Nintendo's Mario games which are known for lots of action, secret areas and traditional video game fun. This is serious business with a lighthearted approach.





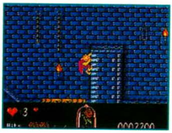
+ A colorful introduction to math for young children.

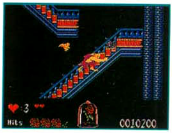
− Limited exploration of mathematical concepts. Digitized speech is very stilted and awkward.

DISNEY'S BEAUTY AND THE BEAST

Company..........Hudson Soft
Suggested Retail Price..........$44.95
Release Date..........August 1994
Memory Size..........3 Megabits
Game Type..........Action for one player

The beast has a limited time to race through his castle and find true love. Armed only with his paws and roar, he must battle unsavory trespassers like spiders, bats and rats. You can take a closer look in this month's NES review.





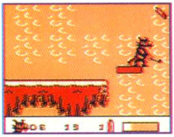
+ Fairly challenging and a good theme. The characters from the movie are integrated better in this version than in the Super NES version.

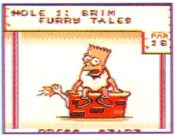
− The graphics look particularly dated. Play control doesn't feel solid and hit detection seems off.

ITCHY AND SCRATCHY IN MINIATURE GOLF MADNESS

Company .... Acclaim
Suggested Retail Price $27.95
Release Date .... August 1994
Memory Size .... 1 Megabit
Game Type .... Action for one player

You may have heard of a "scratch" golfer. Well, now there's a Scratchy golfer, and he isn't playing up to par. Throughout this oddball mix of action game hop and bop meets miniature golf, our character Scratchy is attacked by a crazed Itchy with axes, chain saws, missiles and assorted irritants. Luckily, you can fight back by picking up sledge hammers, bats or using your trusty putter. Although a delicate touch is sometimes necessary to hit the ball in the right spot, the real challenge is just staying alive in this pitch and putt nightmare. Check out the scorecard in this month's Game Boy review.





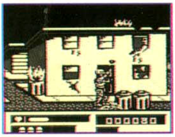
+ Good graphics. An unusual and fun game concept. It's also just twisted enough to capture the essence of Itchy & Scratchy.

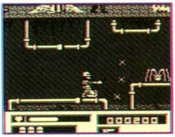
− Play control, particularly the golfing aspect, is a bit limited. Timing your attacks can also be tricky.

ROBOCOP VS. THE TERMINATOR

Company .... Interplay
Suggested Retail Price .... Not Available
Release Date .... August 1994
Memory Size .... 1 Megabit
Game Type .... Comic action for one player

The comic series comes to plodding life in this action game of future cybertronic justice. You are RoboCop, protecting and serving, and more often shooting everyone around. The Terminator waits to battle you somewhere beyond the army of thugs sent to rust your patience. Power plugs into this Game Boy metal-masher this month.





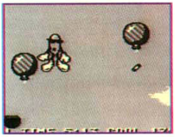
+ Heavy on RoboCop. Good graphics.

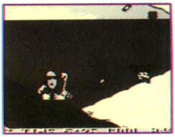
− Light on the Terminator. Lack of any real strategy involved. Little challenge. Play control is very stiff and shooting can be difficult and hazardous when enemies are at certain angles.

COOL SPOT

Company .... Virgin Games
Suggested Retail Price .... Not Available
Release Date August1994
Memory Size .... 1 Megabit
Game Type .... Action for one player

Spot is back for Game Boy, this time in a game that borrows heavily from its Super NES big brother. Spot's day begins at the beach and passes through a dock, a toy chest, various bonus stages and more. He'll have to keep his cool when facing angry crabs or being whisked away inside a bubble. As in the original game, his goal is to rescue captured fellow Spots. This month's Power review highlights what's so cool about this Spot.





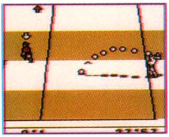
+ Very good graphics. Although it isn't a Super Game Boy version, it looks it. Bouncy and fun.

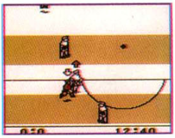
− Some control problems, particularly hit detection. At some shooting angles you can't hit objects that are right in front of you.

ELITE SOCCER

Company .... Gametek
Suggested Retail Price .... Not Available
Release Date .... August 1994
Memory Size .... 1 Megabit
Game Type .... Super Game Boy Soccer for one player

Soccer on Super Game Boy can be just as complex as the real thing. Elite soccer includes many of the features of its Super NES big brother including 24 international teams, formation selections, attack strategies, and substitutions. You can challenge the computer to a single match, league schedule or a full, World Cup-type tournament. You can also practice your shootout skills in a one-on-one match. You can set your time duration, wind speed, weather conditions, and the size of your goalie's hands, which effects your defensive skill. Where this game falls short of its 16-bit counterpart is in the speed and flash. The speed seems slow. The flash, as in excitement generated by the game, is fairly low.





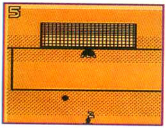
+ 24 international teams. Good options. Password save feature for tournament play. Player strengths in nine categories.

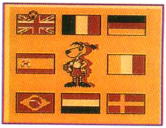
− Poor use of Super Game Boy technology. No specialty border. Play and animation seems too slow.

WORLD CUP U.S.A. '94

Company	U.S. Gold
Suggested Retail Price	Not Available
Release Date	August 1994
Memory Size	1 Megabit
Game Type	Soccer for one or two players

The official World Cup soccer game for Game Boy doesn't use Super Game Boy palettes, sound or borders, but it does include Striker—the official mascot of the 1994 World Cup. It also includes the international field of contestants that are vying for the title. The view of the pitch is from straight overhead looking down at the players. Basically you see players' heads, shoulders, and the occasional leg during a kick. If you want a quick play, you can choose the shootout option. The highlight of the game is the official World Cup schedule that allows players to simulate the entire tournament right down to the eight arenas around the country. On field, the play includes officiating windows to let you know what penalties you've committed. When all is said and done, this Game Boy version has virtually none of the soccer look and feel that you'll find in the Super NES version. In fact, the only thing the two games share is Striker, who is, ironically, a dog.





+ Two-player, Game Link option.

− View of the play field is limited to such a small area that effective passing or setting up plays is impossible. Poor use of icons in the menu system. Unrealistic graphics, like a ball that is simply a black dot. Unrealistic play and animation speed—the players move too slowly, then too fast, while the ball often shoots across the screen like a bullet.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
AN AMERICAN TAIL: FIEVEL GOES WEST	HUDSON SOFT	1P	3.8	3.5	3.3	3.3	CARTOON ACTION
THE DEATH AND RETURN OF SUPERMAN	SUNSOFT	1P	3.9	3.8	3.4	3.5	COMIC ACTION
FIGHTER'S HISTORY	DATA EAST	2P-S	3.3	3.6	2.9	2.8	FIGHTING
IMPOSSIBLE MISSION 2025	MICROPROSE	1P/PASS	3.8	3.0	2.8	3.3	ACTION & PUZZLES
JAMMIT!	VIRGIN GAMES	2P-S/PASS	3.4	3.0	2.6	3.0	STREET HOOPS
KING OF THE MONSTERS 2	TAKARA	2P-S	3.4	2.9	3.3	2.9	FIGHTING
LORD OF THE RINGS, VOL. 1	INTERPLAY	3P-S/PASS	3.2	2.7	3.1	3.3	ADVENTURE
OPERATION THUNDERBOLT	TAITO	2P-S	2.9	3.1	2.9	2.8	SHOOTER
RANMA 1/2 2: ANYTHING GOES	TOHO	2P-S	3.8	3.7	2.9	3.1	FIGHTING
SONIC BLASTMAN 2	TAITO	2P-S	3.8	3.6	3.1	3.1	COMIC ACTION
SPEED RACER	ACCOLADE	1P	3.1	3.1	3.0	3.1	RACING / ACTION
STUNT RACE FX	NINTENDO	2P-S/BATT	4.4	3.6	4.2	3.8	3-D RACING

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
COOL SPOT	VIRGIN GAMES	1P	3.5	3.1	3.2	3.2	ACTION
ELITE SOCCER	GAMETEK	1P/PASS	2.8	3.1	2.7	2.7	SOCCER
ITCHY AND SCRATCHY IN MINIATURE GOLF MADNESS	ACCLAIM	1P	2.9	2.7	2.7	3.4	ACTION / GOLF
ROBOCOP VS. THE TERMINATOR	INTERPLAY	1P	3.3	2.9	2.7	3.2	ACTION
WORLD CUP U.S.A. '94	U.S. GOLD	2P-S/PASS	2.7	2.8	2.9	2.9	SOCCER

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
DISNEY'S BEAUTY AND THE BEAST	HUDSON SOFT	1P	3.5	2.5	3.0	2.0	ACTION

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

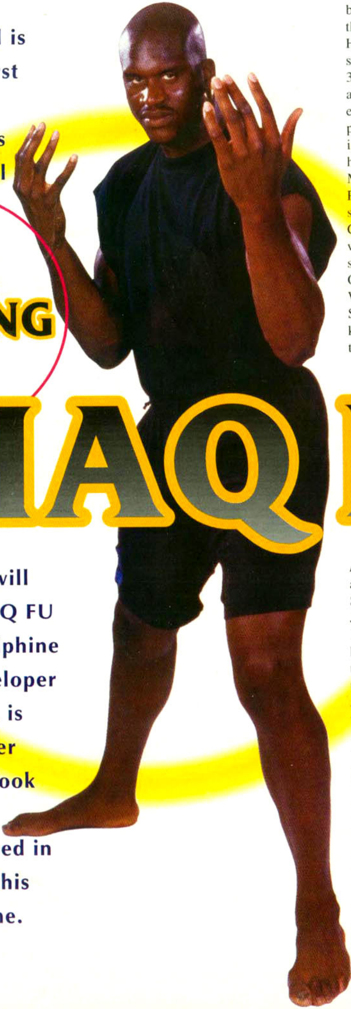
POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

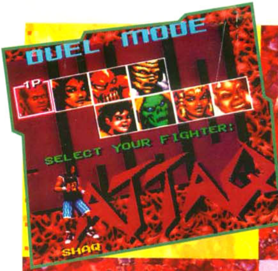
NBA All-Star Shaquille O'Neal is starring in his first video game, and guess what.....it's NOT a basketball game!

THE MAKING OF SHAQ FU



Electronic Arts will be bringing SHAQ FU to you soon. Delphine Software, a developer based in France, is creating it. Power takes an inside look at some of the processes involved in the creation of this hard-hitting game.

When he walks onto the basketball court, or anywhere else for that matter, people take notice. He's hard to miss! Standing over seven feet tall and weighing in at 303 pounds, Shaquille O'Neal is a seriously intimidating presence. In his first years as an NBA player, he's racked up some impressive statistics and has helped his team, the Orlando Magic, make it into the NBA Playoffs. He's been compared to such NBA greats as Wilt Chamberlain and Bill Russell, as well as modern-day pro hoop superstars like Hakeem Olajuwon and Patrick Ewing. We could rave on and on about Shaq's skills and awesome basketball prowess, but we'll leave that kind of stuff to *Sports Illustrated*. In the context of *this* article, we can now compare Shaq to the likes of Sagat, Guile, Johnny Cage, Terry Bogard, Bad Mr. Frosty and other powerhouse street fighters. Now there's a topic we can sink our teeth into! Luckily, *Nintendo Power* managed to obtain access to an early version of SHAQ FU. Even in the unfinished version as we saw it, the game showed promise. Knowing that Delphine Software, makers of *Flashback* and *Out of This World*, was programming it and Electronic Arts was marketing the game, we figured that a "Making Of" article would certainly be in order. It turns out that Shaq himself has committed quite a bit of time and effort to make this game a winner!

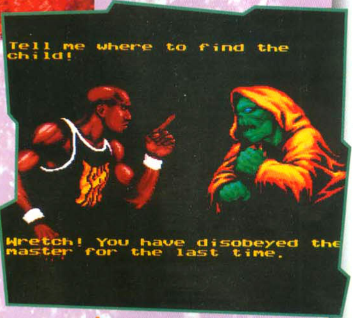


WHY NOT MAKE A BASKETBALL GAME?

It's a fact that Shaq likes to play video games. One trip to his home will confirm that. He's got his own collection of arcade games including Mortal Kombat. And as we are all aware, Shaq likes to play basketball. So what's the scoop? Why are we seeing a *fighting* game coming from a company that is most famous for its *sports* games? For an answer to this perplexing question, we went straight to Greg Suarez, an associate producer at Electronic Arts. Suarez told *Nintendo Power* that the person most directly responsible for putting Shaq into a fighting game is Don Trager. Trager is a VP at Electronic Arts and is also serving as the executive producer of SHAQ FU. He believes that Shaq is a character who can transcend his "normal" persona. You'll have to admit that the idea of a sports superstar fighting against otherworldly beings is at the least, intriguing.

BEHIND THE STORY LINE

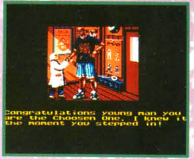
SHAQ FU's story line goes something like this: Shaq is playing in a charity basketball tournament in Tokyo. He sneaks away from the crowds to go for a walk. Turning down an alleyway, he comes across a martial arts store and, being the martial arts fan that he is, decides to go inside for a look around. An old man confronts him and through some turn of events and twists in the conversation, the old man comes to believe that Shaq has arrived to fulfill a legendary prophecy. The Second World greets Shaq when he enters a mysterious doorway. Shaq finds himself thrown into predicaments that he must fight his way out of. More of the story line is revealed to the player as Shaq defeats each of his opponents. Suarez also told *Nintendo Power* that there may be some secret characters built into the game. We hope so! Secret and hidden stuff goes a long way to keep a game interesting. Just look at what it did for *NBA JAM*!



Tell me where to find the child!

Wretch! You have disobeyed the master for the last time.

Shaq's goal is to locate and rescue a kidnapped child. He has to gain his information to hard way. He'll fight for it!

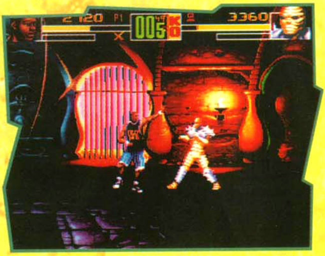


Congratulations young man you are the Choosen One. I knew it the moment you stepped in!

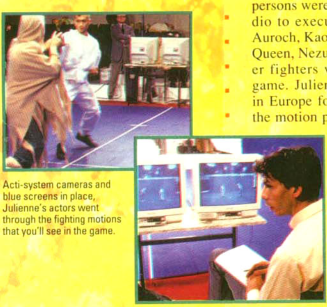
The story line of the game is unravelled as Shaq successfully defeats the opponents who greet him in the Second World.

CAPTURING THE MOMENTS

One of the most interesting things about how SHAQ FU was taken from the drawing board to the video screen is its use of rotoscoping. Delphine Software didn't invent the image-capturing technique, but according to Suarez, they "evolved the process" and have developed a tool that allows them to transfer, image by image, video sequences to computer graphics. Rotoscoping was actually invented by Walt Disney in the 1930s. In a nutshell, it involves filming a subject, human or otherwise, and then redrawing that subject using enough frames per second (at least 25) to make the drawn images appear smoothly animated. More than 40 hours of video was shot to capture all of the moves that the characters in the game make, but in the end, only a few minutes of video were incorporated into the game. Each fighter has about 50 different moves. Creating those moves called for some martial arts specialists. Rémy Julienne and his team of veteran stuntpersons were called into the studio to execute the moves that Auroch, Kaori, Mephis, Vaudou Queen, Nezu, Beast and the other fighters will execute in the game. Julienne is very famous in Europe for his stunt work in the motion picture industry, but this was the first time that he had been called upon to lend a hand for a video game. Real-life, 3-D movements were captured by infra-red Acti-system video cameras.



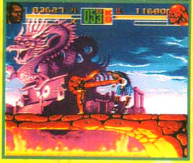
More than 7000 animations were used to create all of the moves!



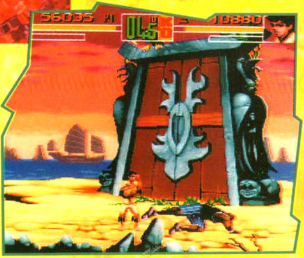
Acti-system cameras and blue screens in place, Julienne's actors went through the fighting motions that you'll see in the game.

Complete martial arts sequences were captured on tape. Initial attacks! Blocks! Finishing moves! Counter attacks!

The images were then fed into Delphine's Silicon Graphics Indigo and Indigo 2 workstations to be detailed and compiled into the animated images that you will see in the game. Silicon Graphics computers are state-of-the-art, especially when talking about the manipulation of graphics. This is one of the major points that sets SHAQ FU apart from the rest.



THE FINISHING TOUCHES



Most of the elements of SHAQ FU are now in place. Perhaps the most difficult part of the creative process is taking place right now. Balancing and refining all of the moves and attacks for each of the fighters is a time-intensive task that requires many hours of programming adjustments and play testing. Shaq has been involved every step of the way. His enthusiasm for the game, combined with Electronic Arts' eagerness to promote the title, are what has allowed the project to come into being. But without the technical expertise that Delphine Software provided, the game would be just another basic street fighting game. Greg Suarez noted that, "Shaq helped develop the characters and the story line. He was really involved. The taunts are mostly Shaq's. He even helped with the music." Taunting, or daring your opponent to attack, is integral to the game play. In the version of the game that we played, the X Button caused your fighter to make a motion as if he were saying "Bring it on!" Suarez went on to comment that "Satisfying Shaq fans as well as fighting game fans is a high priority with this project." Electronic Arts is also planning more games featuring Shaq. Who knows—maybe we'll even see a Shaq basketball game! That would be novel.

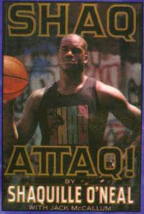
WHEN IT'S TIME TO PLAY

Electronic Arts is hoping to have SHAQ FU on store shelves by the holiday season. Shaq's name alone should give the game very high visibility.

MORE ABOUT THE BIG GUY

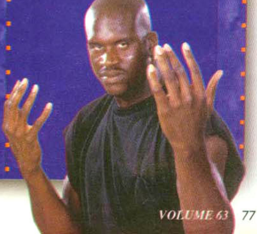
SHAQ ATTAQ!

by SHAQUILLE O'NEAL
with JACK McCALLUM



The Orlando Magic have quite a magician on their team. Arguably, Shaquille O'Neal has achieved superstar status faster than any other NBA player in history. But with the talent, desire and physical abilities that Shaq possesses, it just easily fell into place. Or did it?

Pick up Shaq Attaq!, co-authored by Jack McCallum, and find out more about what Shaq is like. Look for it in most book stores.



DISNEY'S Beauty AND THE BEAST

© 1994 THE WALT DISNEY COMPANY
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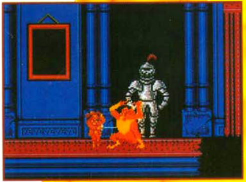
On the heels of Disney's Beauty and the Beast for the Super NES, Hudson Soft introduces an NES version that retells the classic story for 8-bit players. Although not as graphically impressive as its predecessor, this NES version is a similar game-play experience.

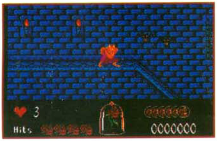


THE ROSE WITHERS

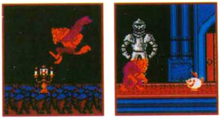
Once upon a time, a selfish young prince turned away an old woman in need of shelter. The woman, who was in fact an enchantress, cast a spell on the prince, turning him into a frightful beast. He was destined to remain a beast until he could find someone who would love him as he was.

THE BEAST

The Beast can jump from ledge to ledge and punch to attack enemies. He can also let loose a fierce roar that will stun any enemies in the immediate area.



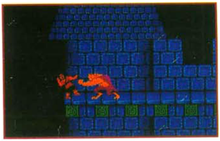
THE CREW



Some of the Beast's former friends appear in active roles in this version. Lumiere lights his way through darkened chambers, and portly Mrs. Potts supplies ammunition for him to use against enemies.

THE DRAMA

Before the enchantress departs, she leaves behind one fresh rose. The Beast must find true love before the bloom fades. Finding rose petals keeps it fresh.

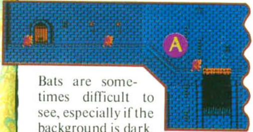


LEVEL I
PALACE HALLS

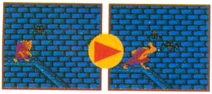
The Beast begins by searching the palace halls. We've shown only points of particular interest on the maps below. The wavy lines indicate that there is more to the map that's not shown.

Ⓐ BAT ATTACK

LEVEL 1 MAP 1

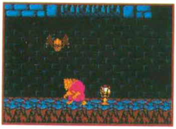


Bats are sometimes difficult to see, especially if the background is dark. Either punch them with your fist or roar to freeze them in place so you can safely pass.

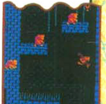


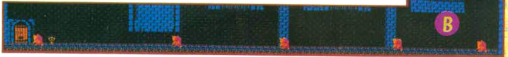
Ⓑ LUMIERE LIGHTS THE WAY

In the darkened hallways near the exit, you'll have to wait for Lumiere to light the way. If you hurry on ahead, you'll meet up with enemies that you won't be able to see until Lumiere catches up with you. To exit, go to the door on the left.



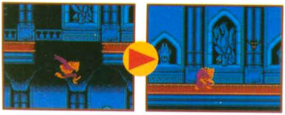
LEVEL 1 MAP 1





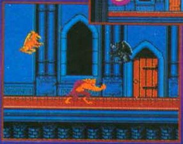
Ⓒ THE RIGHT WAY

To find the stairs that lead to the exit door, you must find the passageway in the lower right. Before you climb up, explore the entire area to find the Hearts and Petals. There are Hearts on the final sets of stairs, too. Pick them up on your way to the exit.



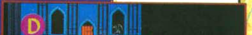
Ⓓ GARGOYLES!

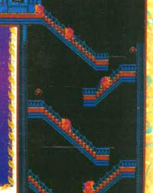
The Gargoyles in the windows flanking the exit door come to life when you reach the landing. It will take a couple of hits to ground them, and they're fast fliers. Strike quickly before they have the chance to dive at you.

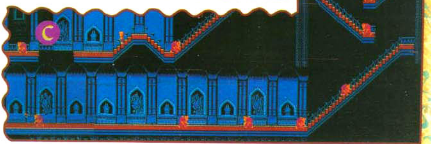


When you score a hit, the Gargoyles will flash gray. It takes two hits each to eliminate them.

LEVEL 1 MAP 2

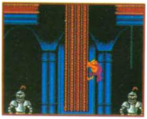






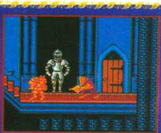
Ⓔ CURTAINS

You can climb the curtains to reach the upper levels. Try jumping and climbing up the ones that don't reach all the way to the floor. They're the ones that will take you up.

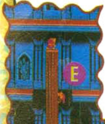


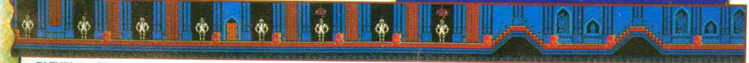
EN GARDE!

You must defeat a spear-toting, armored man before you can leave this area. Use the ammunition that Mrs. Potts gives you to attack.



As the armored man wears down, he'll change color.





LEVEL 1 MAP 3

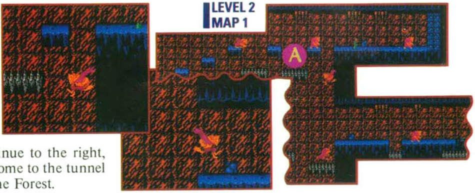
LEVEL 2

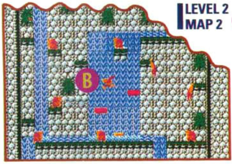
THE FOREST

On your way to the frosty Forest region, you'll have to pass through a twisting, turning cave that's filled with rabid bats and razor-sharp spikes. To find the exit, look for a dark tunnel rather than the wooden doors you saw in the Palace areas.

Ⓐ FREE FALL

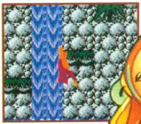
When you come to a dead end, climb the ledges that lead up towards the top of the cave, then work your way to the right. Instead of jumping over to the last ledge, drop through the final opening and hold Right on the Control Pad. You'll land on a lower ledge. Continue to the right, jumping over the spikes, until you come to the tunnel that is the exit. Your next stop is the Forest.

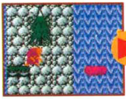




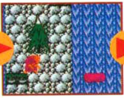
Ⓑ HANG TIME

You'll have to make some extra long jumps as you work your way through the Forest. Take off as late as possible, make fingertip grabs and pull yourself up onto distant platforms. Timing is critical.

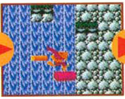




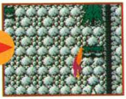
Stand on the edge until you see the end of a log.



Jump to the right, from ledge to ledge.

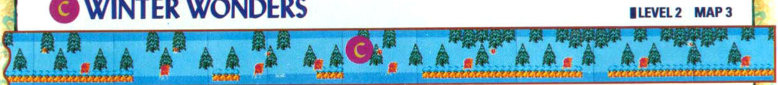


The ledges disappear quickly, so keep moving.

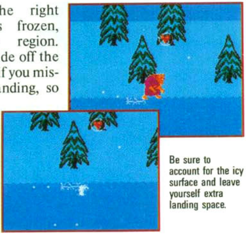


Grab the ledge on the right with your fingertips.

Ⓒ WINTER WONDERS



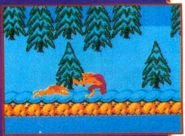
Head to the right through this frozen, side-scrolling region. It's easy to slide off the icy platforms if you misjudge your landing, so leave yourself some extra space. If you fall, you'll be finished.



Be sure to account for the icy surface and leave yourself extra landing space.

Ⓓ SNOW CAT

Take the offensive when fighting the cat creature here. If you punch just as it begins to appear, you can defeat it before it has the opportunity to inflict any damage on you. You will walk away without a scratch.



You can score an early hit if you strike just before the snow cat completely materializes.

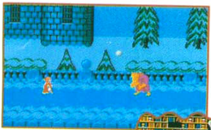
LEVEL 3

THE LIBRARY

Level 3 begins outdoors with a snowball fight but continues in the palace Library. Don't count on being able to do any reading when you get there, though; the books leave the shelves only when they want to.

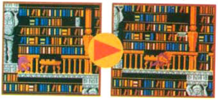
FIGHT!

Belle tosses snowballs faster and faster all the time, and you have to catch them. If you miss three, you'll have to start over.



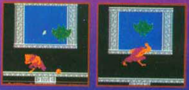
Ⓐ HIT THE BOOKS

The palace Library gives a whole new meaning to "hitting the books." Watch out for evil volumes that crawl and fly at you.



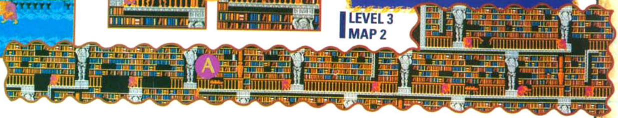
AT THE TOP

When you finally climb to the top shelf, a Gargoyle will fly in from the window to attack you. Run all the way to the left. After it fires, jump and punch to the right.



When you reach the top shelf, a Gargoyle will fly in from the window.

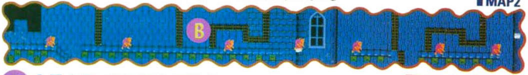
LEVEL 3 MAP 2



LEVEL 4

UP ON THE ROOF

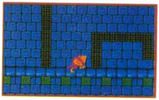
In Level 4, the Beast climbs the outer wall of the palace to reach the rooftops. Scaling the wall takes some clever maneuvering and skillful jumping.

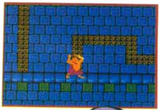


Ⓑ STORMY SKIES

Inclement weather makes the climb even more treacherous. If you stand near the transformer you'll be struck by lightning.

LEVEL 4 MAP2

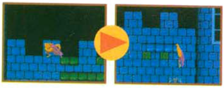


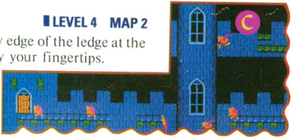


Ⓒ LEAP OF FAITH

LEVEL 4 MAP 2

Make a blind jump here from the very edge of the ledge at the last moment. Grab the next ledge by your fingertips.

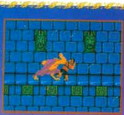


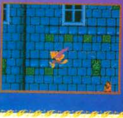


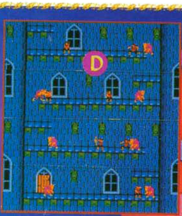
Ⓓ GASTON

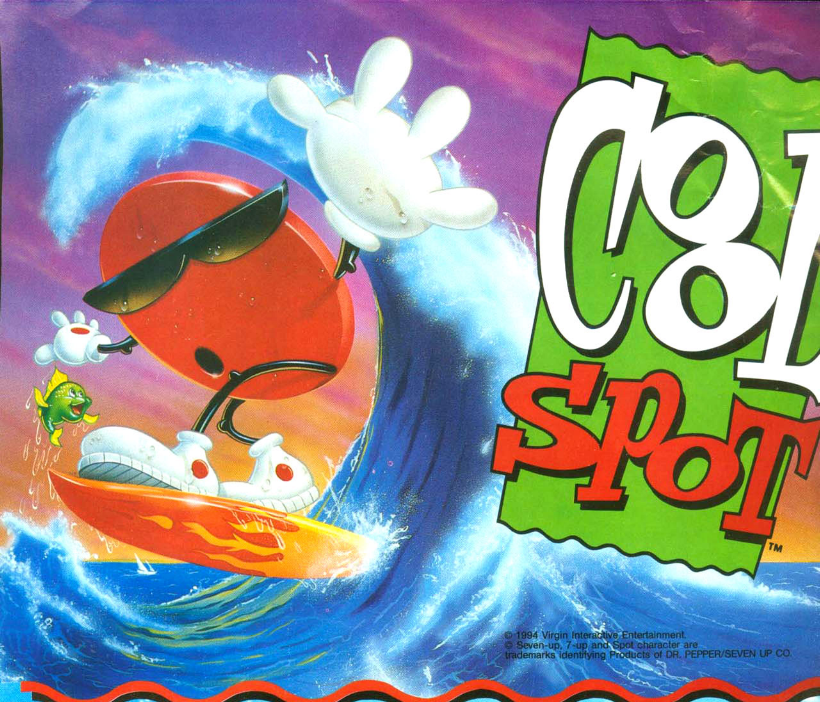
After charging through the townspeople, you'll scale the wall with Gaston in hot pursuit. Work your way back and forth up the wall while avoiding his arrows. Pause only long enough to get off shots of your own.

When you reach the roof, the fight with Gaston will begin in earnest.









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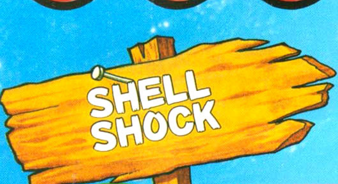
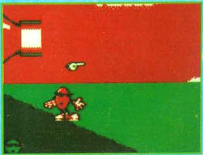


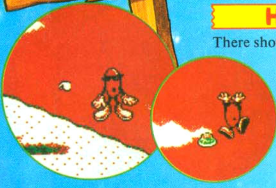
SHELL SHOCK

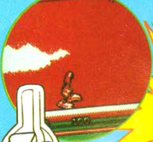
Spot's challenge in Stage One is to dance through the dunes in search of 30 Cool Discs. Be especially aware of herds of Hermit Crabs hiding in the holes. As soon as you have the 30 discs in hand, shoot the Cage at the end of the level to rescue your cool companion and move on to Stage Two.



HIDDEN POINTS

There should be a cache of Cool Discs concealed near the Lawn Chair. Check it out carefully.



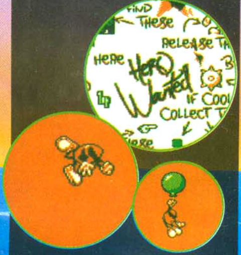


GIVE ME A DRINK

Earn an energy-restoring 7-Up by beating some of the beasts at the beginning of the stage.

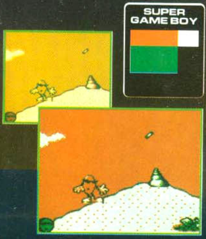
A DAY AT THE BEACH

What's up? 7-Up! That silly 7-Up commercial star, Cool Spot, is back and better than ever in a stunning new Game Boy version of the original Cool Spot adventure from Virgin. There are several captured Spots still to be saved, and it's up to you to be courageous and save the day—stay cool, Spot!



SPOT COLOR

With the excellent extra features available only on the Super Game Boy, you get to choose from the coolest collection of colors and backgrounds imaginable! Go for some of your own humorously hip and happening hues, or enter the password 2421-9219-9243 in the convenient Color Palette password screen to try the traditional 7-Up Spot colors of red, white and green.



Whether you're playing Cool Spot on the go or at home with Super Game Boy, you'll enjoy the game's gorgeous graphics.

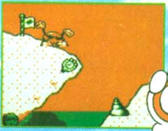
SAME AS BEFORE

Whether you're a new dude to the Cool Spot collection or an old pro from the Super NES version, you may find it helpful to hunt down some maps. Because the Game Boy version is almost exactly the same as its Super NES predecessor, you can look in Volume 53 of Nintendo Power for maps to the first five levels. Don't be surprised, though—they're in a different order.

COOL
078070
TIM

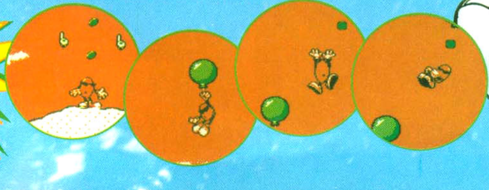
MORE TIME

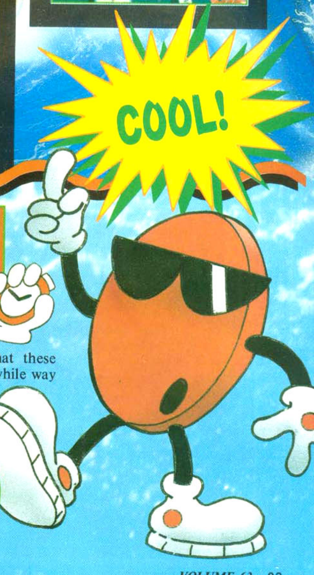
The search for those coveted Cool Spots can take you into overtime. Pick up a handy Alarm Clock to supplement your timer with some spare seconds and keep searching for Spots!

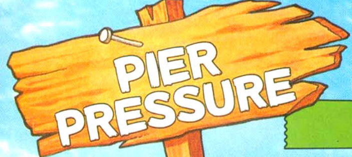


BALLOON WALKER

The abundance of vine-like Balloon strings may cause Cool Spot to think he's jungle jumping rather than spending a sunny afternoon on the beach. With a bit of practice, Spot will see that these swingable strings are a worthwhile way to travel.



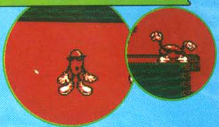




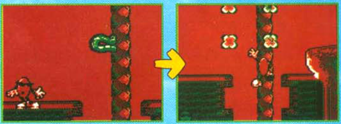
Stage Two, Pier Pressure, is a harrowing hangout for all sorts of cutthroat creatures. You'll find crafty Crabs and frightening Fish Heads thwarting your efforts on the wharf. There are many harmful hazards in this haunt that one must watch out for, like sharp Hooks and tricky Traps. Spot has really got to learn the ropes quickly for success in this stage.

NO WATER FOR ME

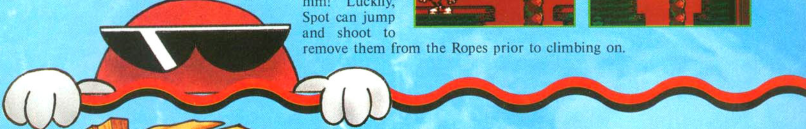
Even when Cool Spot is at his thirstiest, water is a big no-no. It's only the Un-Cola for him, and that goes for swimming, as well! One must be especially careful in the Pier Pressure stage not to take a long walk off a short pier, or poor Spot will be no more.



INCH WORMS



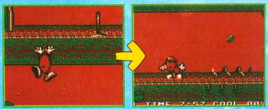
These inconvenient little Inch Worms won't be measuring any marigolds around here—they see Spot and they want him! Luckily, Spot can jump and shoot to remove them from the Ropes prior to climbing on.



OFF THE
WALL

Off The Wall actually takes place in the wall, and that is not the coolest place to be. It's dark and creepy, and the Spiders and Mice that live there are not exactly gracious hosts to a happy-go-lucky Spot. What makes this level even more difficult than the previous ones is that it is a much more complicated maze. Even when you collect enough Spots, chances are you'll spend quite a bit of time looking for the Cage.

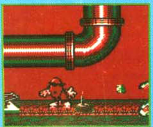
BARBED WIRE

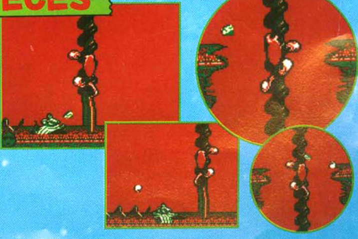


Barbed Wire is one of those things that you just can't get away from in Off The Wall—it pops up everywhere! As with real Barbed Wire, Cool Spot is better off staying far away from it until he is able to leap over a piece in a single bound. Keep in mind that you can often shoot enemies through obstacles, thus clearing the way in advance.

I HATE MEECES TO PIECES

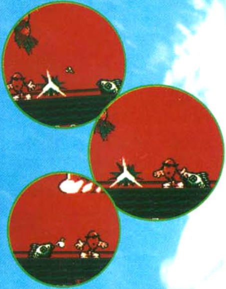
These little Mice are so quick that you won't have a chance to get them once you land on the platform. Try to dispose of them while you're hanging on a Rope.





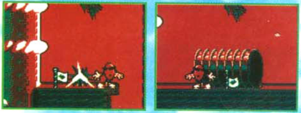
FISH HEADS

Ooooh—these roly-poly Fish Heads want to spit some toxic goo at you, so watch out! They are rather difficult to defeat. It's easier in the end to avoid them altogether.



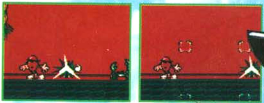
RESTART FLAGS

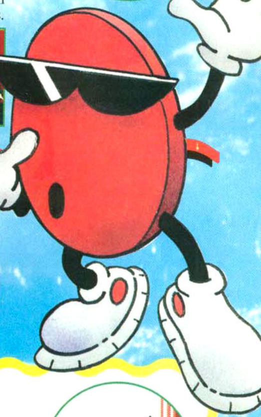
The pressure's off, or at least lessened a bit, as there are four Restart Flags located throughout Pier Pressure. If you lose your life, you'll start at the last Flag you passed.



CRABS

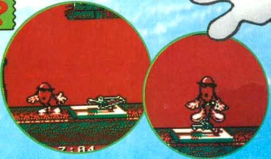
A crew of crabby Crabs seem to have taken over the Pier. Try shooting them from above to avoid their clicking claws.





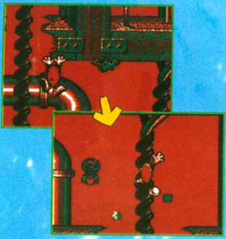
SPOT TRAPS?

They may look like little trampolines, but these spring-loaded Spot traps are very uncool for our Cool Spot, so it's best to stay far away. If your jumping skills are up to par, you may be able to successfully negotiate your way over them.



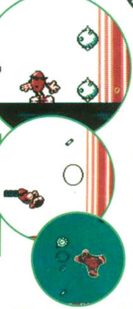
SPIDERS

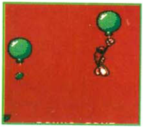
These little buggers are waiting on top of the beams for an unsuspecting Spot. As soon as you come near, they will drop down on a string of silk and give you a surprise.



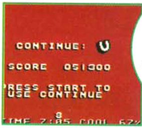
BONUS

To complete a level and save your fellow Spot from a tight spot, collect the amount of Spots specified in the beginning. Collect at least 75% of that number in the Easy mode to go to the Bonus Round.



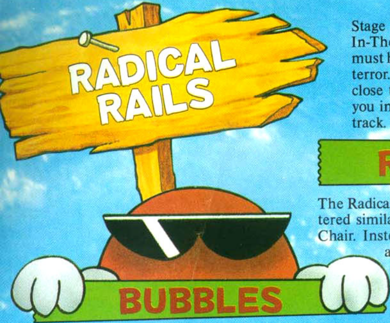


Spending extra time Spot searching may pay off in the end.



The Bonus Round contains extra cool items to help you through the upcoming Stages.

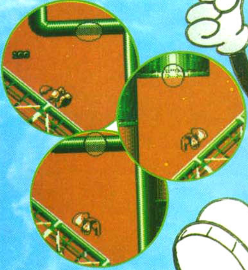
RADICAL RAILS

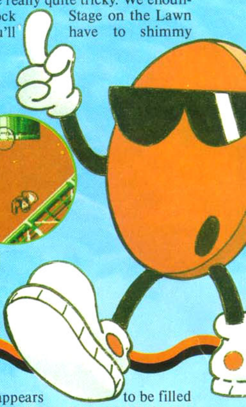


Stage Four, Radical Rails, is a reckless room full of jeering Jack-In-The-Boxes and nonsensical Nose and Glasses Kits. Cool Spot must hop on the spot to make it through this terribly tough town of terror. The Cage is in the upper right corner, so try to stay as close to the top as possible. Dipping down below will only land you in a heap of trouble. Try hopping in a Bubble to get back on track.

RAILS

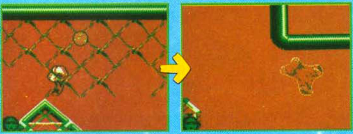
The Radical Rails that are referred to are really quite tricky. We enountered similar obstacles in the Shell Shock Stage on the Lawn Chair. Instead of running right up, you'll have to shimmy and stagger your way along.



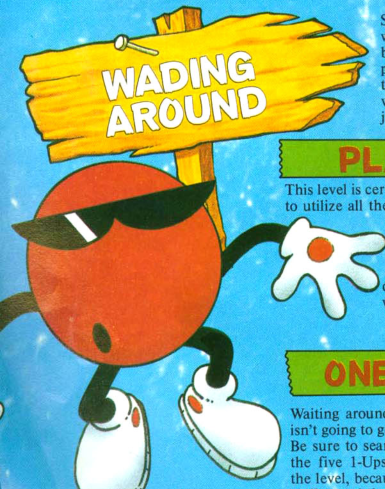


BUBBLES

Bubbles are very, very cool! Just jump in and you'll be whisked away on a ride you'll never forget. You will want to scope out a soft landing spot, though, because what goes up must come down eventually.



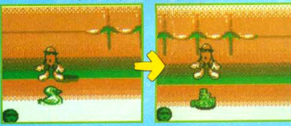
WADING AROUND



Stage Five, Wading Around, appears to be filled with a cool and crazy collection of funny floatation devices to be used for your fun and frolicking pleasure. This precarious pool isn't all fun and games, though. Wading Around is one of the toughest levels because Spot cannot take a skinny dip without it resulting in some serious sorrow. Everything will be just ducky with a bit of balance and super Spot skill.

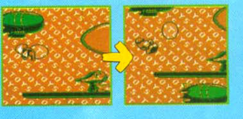
PLATFORMS

This level is certainly cute, but don't let appearances fool you! Cool Spot has to utilize all the floating objects, like the Lily Pads, Toy Boats and Rubber Ducks, to masterfully make his way across the dangerous pool water divide.



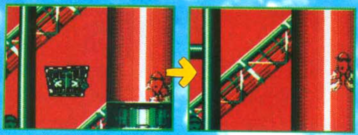
ONE-UP-O-RAMA

Waiting around in Wading Around isn't going to get Cool Spot very far. Be sure to search high and low for the five 1-Ups hidden throughout the level, because in the end, you'll really need them!



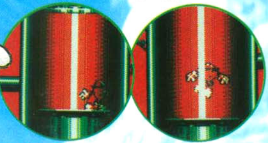
1-UPS-A-PLENTY

Passing on 1-Ups now could prove to be a fatal flaw in your plan. Collect as many as you can, as the light at the end of the tunnel isn't in sight yet.



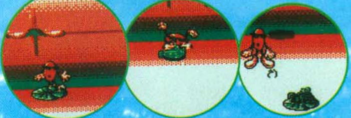
CHUTES

For an extra boost, step in the chute and shoot up, up and away! You can then make your way back down and collect valuable items as you go.



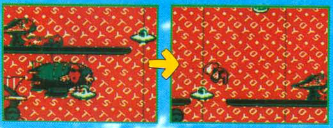
FROGS ON LILY PADS

Because you are often hopping blindly from Lily Pad to Lily Pad, it's best to shoot down as you're landing to clear the Pad of any unfriendly inhabitants. If you don't, you could have a dangerous dance with a frightening Frog.



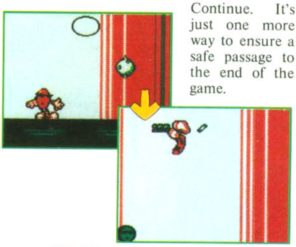
UFO'S ARE COOL

UFOs can be both cool and useful! Hop on a UFO and use it as a step to get to those hard-to-reach spots. You can't stay on too long, though, or you'll slip right off when it makes a bank turn.



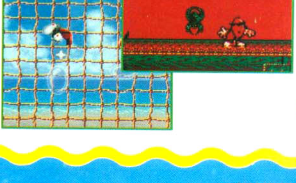
BONUS

The Bonus Round after the Fourth and Fifth Stages are bountiful with a bonanza of beautiful Power-Up Items. Besides the extra Spots, 7-Ups, Clocks and 1-Ups you've seen before in the Bonus Rounds, there is an extra special Item in this one. Find the Letter for a chance at an extra Continue. It's just one more way to ensure a safe passage to the end of the game.



WHAT'S LEFT?

The remainder of Cool Spot's journey through Spot Land will be determined by your finely tuned finger skills and commitment to saving your fellow Spots. Try completing the game in Hard Mode for a truly cool accomplishment and an amazingly cool ending!

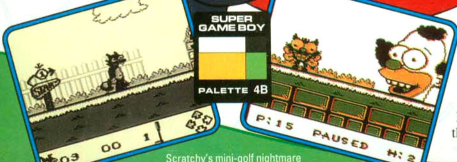


Itchy and Scratchy:
Miniature Golf Madness™

MATT GROENING

From the Simpsons' television to your Game Boy (or Super Game Boy), Itchy and Scratchy are closing in with murderous intent. Enjoy nine holes of miniature golfing with the twosome in all of their violent splendor!

Scratchy is giving miniature golf a try. It looks easy enough! It would be, but his nemesis, that rodent Itchy, has other plans. Instead of playing a round of golf, Itchy just wants to play around. His style of play isn't friendly! Help Scratchy whack the ball around the hazard-infested nine-hole course while avoiding Itchy's incessant attacks. Try to sink the ball into the cup with the fewest number of strokes.



Scratchy's mini-golf nightmare livens up with a little boost from Super Game Boy. There are numerous palette combinations that will work with this game, but don't take our word for it—try them all out! Pick out a Picture Frame that strikes your fancy while you strike the ball.

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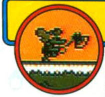
SAWED OFF!!!

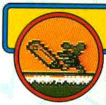
Itchy is a master when it comes to utilizing various implements of Scratchy's destruction. Many times has the playful mouse "buried the hatchet" with his feline counterpart and vice versa. Luckily, the "nine lives" rule doesn't apply here—Itchy and Scratchy are only cartoon characters. They don't really die.

AXE TO GRIND



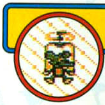
The first Itchys that Scratchy comes across wield Axes. They hesitate, then charge at Scratchy. Your hack timing is critical.

CHAIN SAW



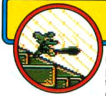
Scratchy will get sawed in two if Itchy gets too close with the Chain Saw. It's not a pretty sight! Things couldn't be worse.

AIR ATTACK



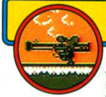
Itchys won't always appear from the sides. Sometimes they'll drop down right in front of you. Nail them before they land.

USE THE CLUB



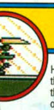
Club-equipped Itchys are pretty fast. Watch out for them when going up or down inclines. Jump and avoid them if you have to.

BAZOOKA



Itchy is armed and ready for big game with this Bazooka. However, he can't fire it quickly. Move in fast to disarm the rodent.

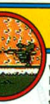
DAGGER DANGER



He throws one low, then he throws one high. Move in for the kill when Itchy throws one of the high Daggers. Jump the low ones.

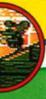
MATT GROENING

FLAME THROWER



Wait for a pause in the blast of flames before moving in to do away with this menacing Itchy. Jump over him if necessary.

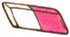
PICK AXE



Clink! Clink! Clink! Run, Scratchy! There's a maniac mouse after you! More fiendish, but very effective, weaponry for Itchy.

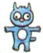
SCRATCHY STRIKES BACK

Not to be upstaged in the war of gore, Scratchy has several tricks up his furry sleeve! Pick up weapons while golfing.



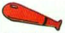
ERASER

Finding and snagging this Item will erase one stroke from your score. It's a nice little bonus, but doesn't help you with your Itchy problem.



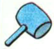
EXTRA SCRATCHY

A miniature Scratchy represents yet another life that Scratchy can lose in this whacked-out game of miniature golf. Most are hidden well.



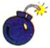
B-BALL BAT

Scratchy will be awarded six swings of the mighty Baseball Bat when he picks up this Item. Don't waste them by taking practice swings!



MALLET

Remember what happens when Mario grabs a hammer in Donkey Kong? That's exactly what happens when Scratchy grabs this particular Mallet.

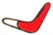


BOMBS

A Bomb will explode when it hits Itchy, but if it doesn't hit him, it will roll around for several seconds before it explodes. Watch out!

FLYING DISC

Scratchy gets to fling six flying Discs at his rodent nemesis after he picks up one of these Items. They are effective at very long range.



BOOMERANG

If you don't nail an Itchy when you throw a Boomerang, you may be able to score a kill when it makes its return trip. You can get it back.

GRENADES

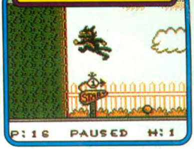
Grenades are effective rodent exterminators. Like Bombs, Grenades will take out an Itchy if they explode when he's in the general vicinity.

1

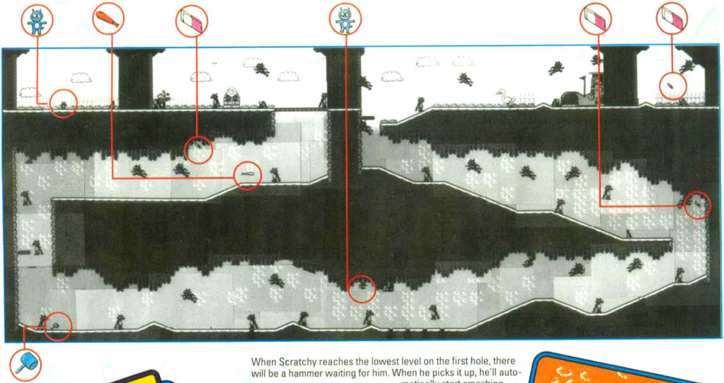
GRIM FURRY TALES

Very simple in its layout, the first hole doesn't present many dangers, especially from Itchy. Once you get the feel for how he charges at you, Itchy will be as good as burnt toast. Actually getting the ball into the hole presents the greatest challenge. There are two very easy 1-Ups to be had here—don't pass them up.

DON'T DRIVE

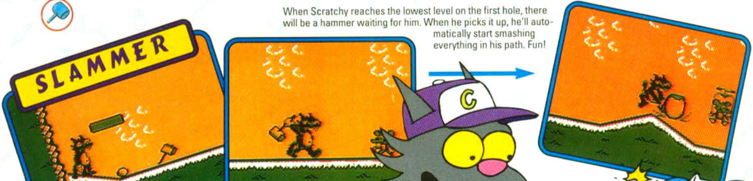


Don't drive the ball off the tee until you jump up and to the left through the tree to get a hidden 1-Up. There's no better way to start off your round!



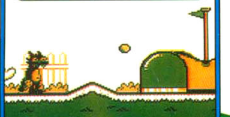
When Scratchy reaches the lowest level on the first hole, there will be a hammer waiting for him. When he picks it up, he'll automatically start smashing everything in his path. Fun!

SLAMMER



C
GO CATS
RED HOTS
MATT GROENING

BOOT CAMP



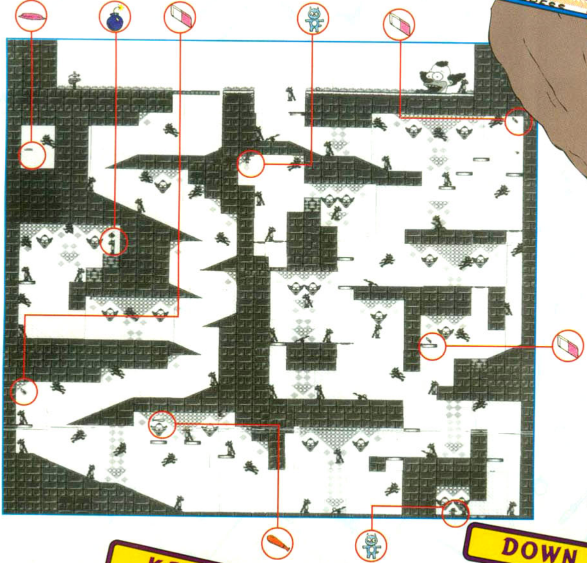
If you use somewhat less than a full swing, and putt the ball from just left of the hump, it should make it up to the hole. It's kind of tricky, though.

2

MALICE IN KRUSTYLAND

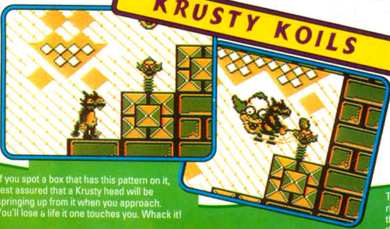
The second hole is quite a bit longer than the first and it contains some maze-like areas where you can pick up Items. It also has a hidden room that houses some flying discs. Don't hesitate to leave your ball to go exploring. There's no time limit. Just be prepared for the maniacal Itchy!

HOLE 2: MALICE IN KRUSTYLAND
PAR 15
PRESS START



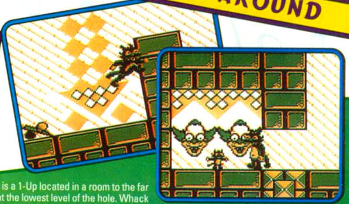
MATT GROENING

KRUSTY KOILS



If you spot a box that has this pattern on it, rest assured that a Krusty head will be springing up from it when you approach. You'll lose a life it one touches you. Whack it!

DOWN 'N AROUND



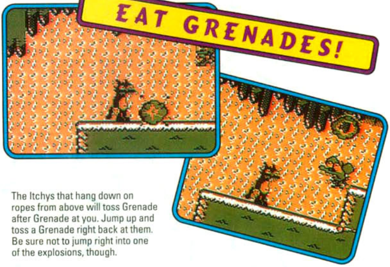
There is a 1-Up located in a room to the far right at the lowest level of the hole. Whack the Krusty head that springs up, then enter the room to collect the reward.

3 REST IN PIECES

MATT GROENING

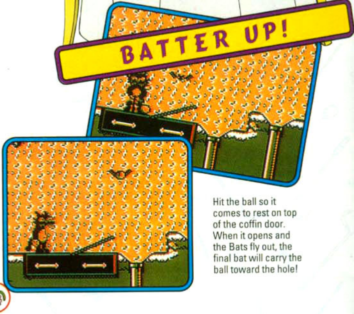
The third hole on Scratchy's perilous mini-golf jaunt presents him with some interesting situations. Precise ball placement will come into play as well as a variety of tubes that the ball can travel through. Check the map for the location of a hidden 1-Up near the beginning of the hole. Scratchy will have to pass through an invisible corridor in the wall to get to it. As always, Itchy is out in full force with weaponry a plenty. When will the madness end? Never!

EAT GRENADES!

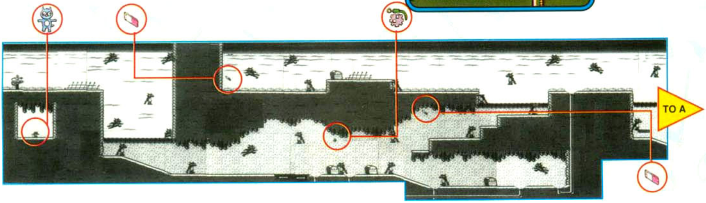


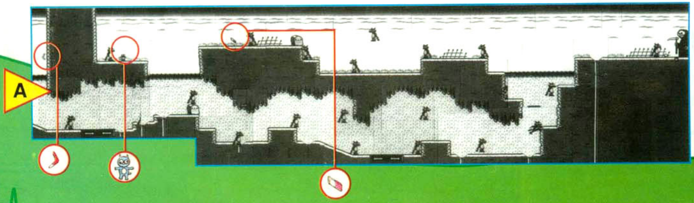
The Itchys that hang down on ropes from above will toss Grenade after Grenade at you. Jump up and toss a Grenade right back at them. Be sure not to jump right into one of the explosions, though.

BATTER UP!



Hit the ball so it comes to rest on top of the coffin door. When it opens and the Bats fly out, the final bat will carry the ball toward the hole!

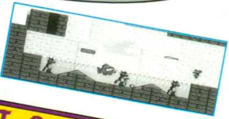




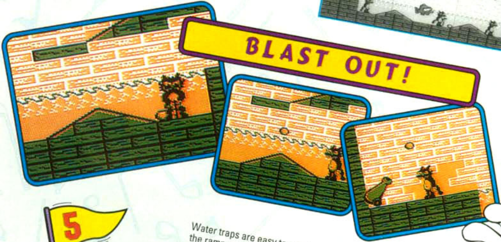
4

PIRATES OF THE SCRATCHIBBEAN

Since it's a par-25 hole, #4 is pretty long and will involve a lot of strokes. Itchy is really on a tear now!



BLAST OUT!



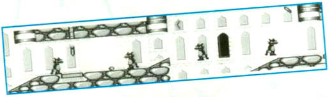
Hit the ball into the cannons. They will automatically aim and shoot it up to the next level for you.

Water traps are easy to get out of. You have to use the ramps and an appropriate-strength swing. Use the marks on the swing gauge as a guideline.

5

I SCREAM OF GENIE

Booby traps, lots of inclines and, of course, the omnipresent Itchy are just some of the hardships that Scratchy will have to contend with on this hole.



MATT GROENING

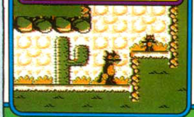
TURN IN YOUR CARD

9

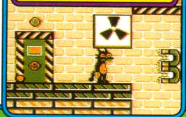
MATT GROENING

The fun is just starting! We haven't even warmed up yet. Miniature Golf Madness, even though the concept may seem simplistic, actually turns out to be quite a challenging game. We're happy to report that it's also a game you can play over and over again.

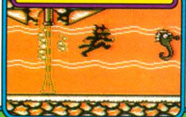
HOLE #6



HOLE #7



HOLE #8



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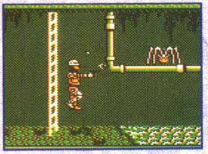
Game Code TM & © 1993 Interplay. All rights reserved.

ROBOCOP VERSUS THE TERMINATOR

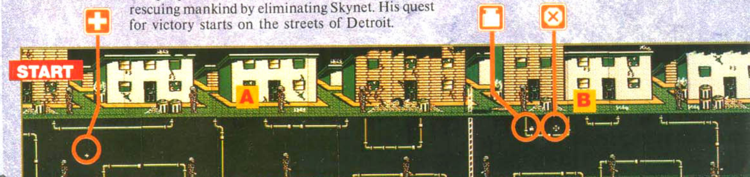
Interplay's latest Game Boy offering, RoboCop vs. The Terminator, is set in the Detroit of the future, where the worlds of the two superheroes have merged into a single reality. Although based on the comics of the same name, the single-player game is a platform shoot-'em-up in which The Terminator makes only brief appearances.

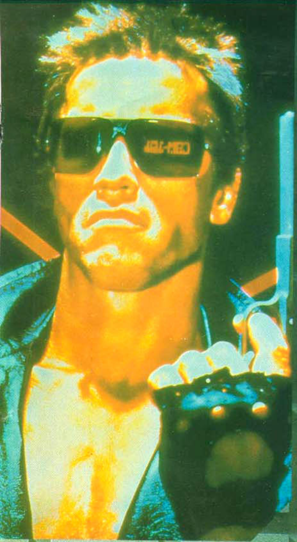
LEVEL 1
DETROIT

In future Detroit, the electronic defense system known as Skynet decides that man is the enemy. The machine-gone-mad creates a race of mutant robots to destroy what remains of the fallible human race. Skynet realizes that RoboCop, the only successful hybrid of man and machine, is a threat to its very existence and sends humanoids back in time to destroy him. In the meantime, RoboCop plans to regenerate himself in the future with the sole purpose of rescuing mankind by eliminating Skynet. His quest for victory starts on the streets of Detroit.



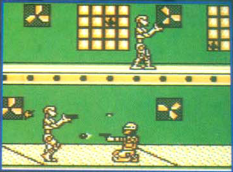
▣	The first-aid bottle holds life-giving liquid. Pick one up to increase the length of RoboCop's Health Bar.
⊗	This symbol represents a weapon Power-Up. RoboCop begins with a Pistol, which he can upgrade to a Spreader Gun.
✚	Pick up the flashing Plus sign to add another life to RoboCop's reserves. He can carry a total of six 1-Ups.





METAL MAN MOVES

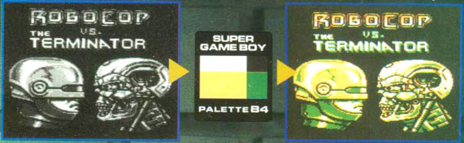
You'll find that learning to kneel quickly will prevent enemy fire from hitting its target. Duck as soon as you see movement, then prepare to return fire so you can take out the enemies before you suffer any damage. You'll need to have a full Health Meter to survive the difficult stages late in the game, so it's important to avoid being hit early on.

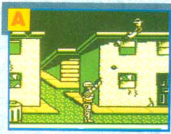


If you kneel when the robot appears, his shot will fly over your head. Your shot will hit its mark.

SUPER STRATEGY

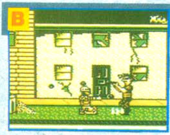
Using Super Game Boy to play RoboCop vs. The Terminator gives you a super advantage. The Super Game Boy's color not only make enemies easier to identify, but the fact that moving objects and characters don't blur on the big screen makes timing critical jumps easier, too. Either try the Power Palette suggested below or experiment with palettes of your own to find the one you like best. Super Game Boy offers up lots of variety.





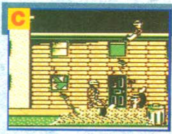
SNIPERS

Snipers lie in wait on the rooftops. Stay just out of their lines of fire, press Up on the Control Pad and shoot.



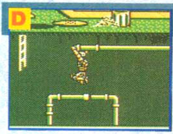
STREET PUNKS

Kneel to avoid the Punks' fire, but then move quickly forward to keep a steady stream of the bad boys from emerging.



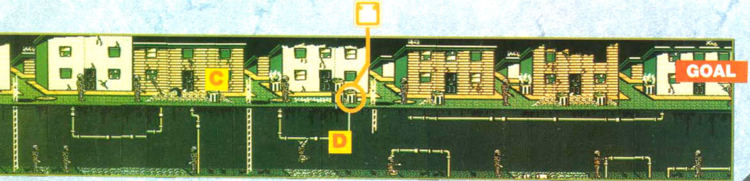
GRENADIERS

A grenade tosser and a Sniper await. Stay out of grenade range, take out the Sniper, then concentrate on the Grenadier.



LADDER LEAP

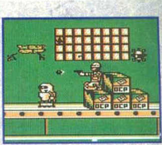
You won't be able to reach the ladder. Go to the right, grab the pipe overhead, cross back to the left by using the pipe, then leap to the ladder.

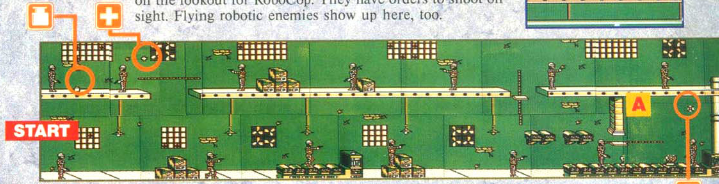


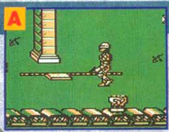
LEVEL 2

THE OCP COMPLEX

Omni Consumer Products (OCP) uses many robots in its warehouse, and they're all on the lookout for RoboCop. They have orders to shoot on sight. Flying robotic enemies show up here, too.

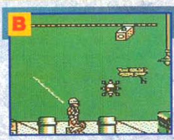






CONVEYORS

You can't jump high enough to reach the platforms overhead, but you can reach them by bouncing off the robot parts that drop onto the conveyor.



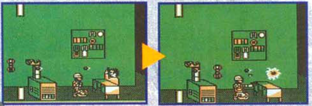
LASERS

There are flying robots and two Lasers here. Blast the Lasers before they strike you with beams, then fire at the robots.

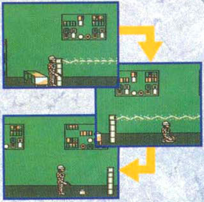
LEVEL 3

THE COMPUTER CENTER

RoboCop plans to transport himself forward in time in order to destroy Skynet and save mankind. To do so, he must battle his way through the Computer Center to the Time Transporter at its end. The Computer Center scrolls sideways and is a single screen high.



Kneel behind the desk to stay out of the line of fire, then squeeze off one round to get rid of the pesky enemies in the office area.

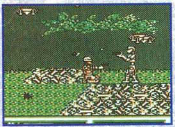


The beam goes off and on. Move forward while it's off; kneel when it comes on.

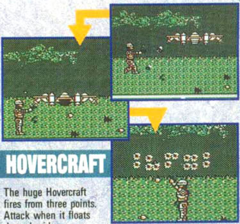
LEVEL 4

FUTURE LOS ANGELES

When RoboCop transports himself to the future, he can see the devastation that the Skynet has already caused. Unless he can destroy the system and reverse the damage, the future looks bleak, indeed. Los Angeles, in the unaltered future, is a desolate place populated with skeletal robots and threatened by ominous, toxic clouds.

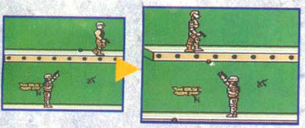


The electronic enemies of the future are much more difficult to defeat.



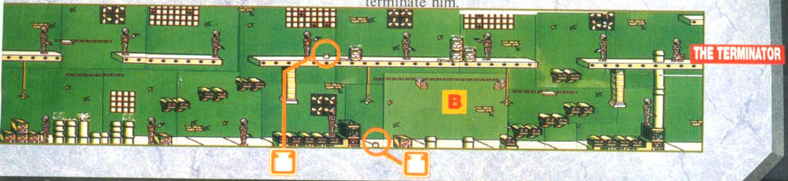
HOVERCRAFT

The huge Hovercraft fires from three points. Attack when it floats down beside you.



THE TERMINATOR

You'll come face-to-face with The Terminator at the end of Level 2. He's waiting on the platform in the upper right. Position yourself beneath the platform and fire to terminate him.

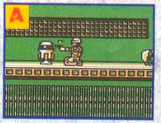


LEVEL 5

THE ACCESS CORRIDOR

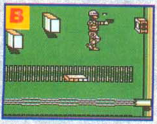
The Access Corridor is the first vertically-scrolling stage, and it's much more complex than the ones that came before. You'll meet some tough, new robotic enemies in this area.

ROBOTS

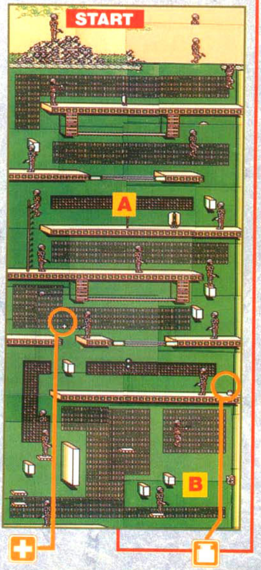


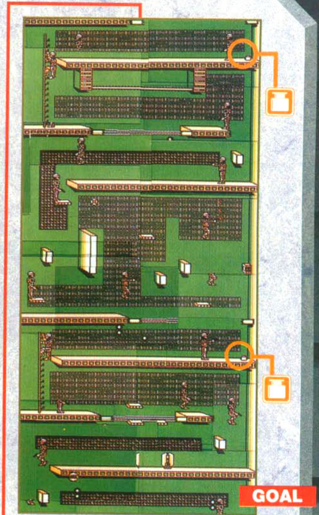
Deactivate the robot on the right by hitting it once, then attack the one on the left.

BEAM OFF



Jump from the platform to strike the generator on the wall and turn off the electric beam.





MAN OR MACHINE?

Ahead lies the most difficult part of RoboCop's quest. He must fight his way through two more levels to reach the Skynet Computer. Man or Machine? Only one will prevail.

PLAYER'S POLL CONTEST

Suzuka 8 hours

Suzuka 8 hours
Coca-Cola
1
2
Suzuka 8 hours
namco

TAKE THE CHALLENGE HOME!

GRAND PRIZE

NAMCO's Arcade Smash

Suzuka 8 hours

**WIN THE RIDE-ON ARCADE GAME--
AND TAKE THE 8-HOUR CHALLENGE AT HOME!**

**TEST YOUR SUPER NES ENDURANCE, TOO!
CHALLENGE A FRIEND TO Suzuka 8 hours
FOR YOUR SUPER NES FROM namco**

PLAYER'S POLL CONTEST

PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Please indicate, in order of preference, your five favorite Super NES games.

B. Please indicate, in order of preference, your five favorite Game Boy games.

C. Please indicate, in order of preference, your five favorite NES games.

D. How old are you?

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

E. Sex

1. Male
2. Female

Rate the following female heroes from 1 to 5 —5 being the best.

- F. Nancy Kerrigan
- G. Mariah Carey
- H. Your Mom
- I. X-Man Rogue
- J. First Lady Hillary Rodham Clinton
- K. One of your teachers
- L. Janet Jackson
- M. Samus Aran
- N. Rosa Parks
- O. Power Ranger, Trini

P. What is the most important quality for a female hero?

1. Courage
2. Good looks
3. Athletic ability
4. Intelligence
5. Honesty

Q. How would you like to spend the day with your favorite hero?

1. Playing video games
2. Playing your favorite sport
3. Helping with your hero's job
4. Hanging out with friends
5. Working toward saving the environment

Trivia Question: What is the name of Superman's secret identity?

Answers to the Player's Poll - Volume 63

Name________________ Tel. ________

Address ________________

City ________ State/Prov. ________ Zip/Postal ________

Membership Number________________ Age________

A. Indicate numbers from 1-107 (from the list on the back of the card) 1.____ 2.____ 3.____ 4.____ 5.____

B. Indicate numbers 108-171 (from the list on the back of the card) 1.____ 2.____ 3.____ 4.____ 5.____

C. Indicate numbers 172-221 (from the list on the back of the card) 1.____ 2.____ 3.____ 4.____ 5.____

D.	**E.**	**F.**	**G.**	**H.**
1 2 3 4 5 6	1 2	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
I.	**J.**	**K.**	**L.**	**M.**
1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
N.	**O.**	**P.**	**Q.**	
1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	

Trivia Answer________________

PLUS... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

Did you know that you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! Just fill out the other side of this card.

So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:

Nintendo Power Magazine,
P.O. Box 97032
Redmond, WA 98073-9732

Super NES Games

1. ActRaiser
2. ActRaiser 2
3. Air Strike Patrol
4. Alien³
5. Battletoads in Battlemaniacs
6. Battletoads & Double Dragon: The Ultimate Team
7. Breath of Fire
8. Bugs Bunny's Rabbit Rampage
9. Bulls vs. Blazers and the NBA Playoffs
10. Capcom's Soccer Shootout
11. Championship Soccer '94
12. Choplifter III
13. Clay Fighter Tournament Edition
14. Daffy Duck: The Marvin Missions
15. Desert Strike
16. Disney's Aladdin
17. Disney's Beauty and the Beast
18. Disney's Jungle Book
19. Double Dragon V: The Shadow Falls
20. Elite Soccer
21. Equinox
22. Fatal Fury 2
23. FIFA International Soccer
24. Final Fantasy II
25. Final Fantasy Mystic Quest
26. Final Fight 2
27. FireStriker
28. Flashback
29. The Flintstones: The Treasure of Sierra Madrock
30. F-Zero
31. Inspector Gadget
32. Joe & Mac 2
33. Jurassic Park
34. Ken Griffey Jr. Presents MLB
35. Kick-Off 3
36. The King of Dragons
37. Knights of the Round
38. The Legend of Zelda: A Link to the Past
39. Lester the Unlikely
40. Liberty or Death
41. Lord of the Rings
42. The Lost Vikings
43. Madden NFL '94
44. Mario Paint
45. Mega Man X
46. Mickey's Ultimate Challenge
47. Monopoly
48. Mortal Kombat
49. NBA All-Star Challenge
50. NBA Jam
51. NCAA Basketball
52. NHLPA Hockey '93
53. NHL Hockey '94
54. NHL Stanley Cup
55. Pelé!
56. Pilotwings
57. Road Runner's Death Valley Rally
58. Rock 'N Roll Racing
59. Secret of Mana
60. The Seventh Saga
61. Side Pocket
62. SimAnt
63. SimCity
64. The Simpsons: Bart's Nightmare
65. Spider-Man and the X-Men in Arcade's Revenge
66. Star Fox
67. Star Trek: The Next Generation
68. Street Fighter II
69. Street Fighter II: The World Warrior
70. Stunt Race FX
71. Super Black Bass
72. Super Bomberman
73. Super Castlevania IV
74. Super Empire Strikes Back
75. Super Ghouls 'N Ghosts
76. Super Loopz
77. Super Mario All-Stars
78. Super Mario Kart
79. Super Mario World
80. Super Metroid
81. Super NBA Basketball
82. Super Solitaire
83. Super Star Wars
84. Super Street Fighter II Turbo
85. Super Strike Eagle
86. T2: The Arcade Game
87. Tecmo Super Bowl
88. Tetris 2
89. Tiny Toon Adventures — Buster Busts Loose
90. TMNT IV: Turtles in Time
91. TMNT Tournament Fighter
92. Top Gear
93. Top Gear 2
94. Turn and Burn: No-Fly Zone
95. The Twisted Tales of Spike McFang
96. Vegas Stakes
97. Wicked 18
98. Wing Commander: The Secret Wars
99. Winter Extreme Skiing and Snowboarding
100. Winter Olympic Games
101. Wolfenstein 3-D
102. World Cup USA '94
103. WWF Royal Rumble
104. X-Kaliber
105. Yoshi's Cookie
106. Young Merlin
107. Zombies Ate My Neighbors

Game Boy Games

108. Alien³
109. Baseball
110. Batman: Return of the Joker
111. Batman: The Animated Adventure
112. Battletoads
113. Battletoads in Ragnarok's World
114. Bionic Commando
115. Black Bass Lure Fishing
116. Caesars Palace
117. Castlevania II: Belmont's Revenge
118. Disney's Jungle Book
119. Donkey Kong
120. Dr. Mario
121. F-1 Race
122. Faceball 2000
123. Final Fantasy Adventure
124. Final Fantasy Legend
125. Final Fantasy Legend II
126. Final Fantasy Legend III
127. Gargoyle's Quest II
128. Golf
129. Jeopardy Sports!
130. Jurassic Park
131. Kirby's Dreamland
132. Kirby's Pinball Land
133. The Legend of Zelda: Link's Awakening
134. Looney Tunes
135. Mega Man in Dr. Wily's Revenge
136. Mega Man II
137. Mega Man III
138. Mega Man IV
139. Metriod II: Return of Samus
140. Monopoly
141. Monster Max
142. Mortal Kombat
143. NBA Challenge 2
144. Operation C
145. Pac-Man
146. The Ren & Stimpy Show
147. The Simpsons: Escape from Camp Deadly
148. The Simpsons: Bart and the Beanstalk
149. Solitaire Funpak
150. Space Invaders
151. Spider-Man & The X-Men in Arcade's Revenge
152. Stomp That Roach
153. Super Mario Land
154. Super Mario Land 2 — 6 Golden Coins
155. Super R.C. Pro-Am
156. Star Trek: The Next Generation
157. Tarzan
158. Tecmo Bowl
159. Tetris
160. Tetris 2
161. Tiny Toon Adventures
162. Tom & Jerry: Frantice Antics
163. TMNT: Back from the Sewers
164. TMNT: The Fall of the Foot Clan
165. TMNT III: Radical Rescue
166. Ultima—Runes of Virtue II
167. Wario Land: Super Mario Land 3
168. WWF King of the Ring
169. Yoshi
170. Yoshi's Cookie
171. Zen Intergalatic Ninja

NES Games

172. The Addams Family: Pugsley's Scavenger Hunt
173. Baseball Stars
174. Batman Returns
175. Battletoads
176. Battletoads and Double Dragon
177. Blades of Steel
178. Bonk's Adventure
179. Caesars Palace
180. Castlevania III — Dracula's Curse
181. Darkwing Duck
182. Disney's Duck Tales
183. Disney's Duck Tales 2
184. Disney's Chip 'N Dale Rescue Rangers 2
185. Disney's Jungle Book
186. Dragon Warrior
187. Dragon Warrior II
188. Dragon Warrior III
189. Dragon Warrior IV
190. Dr. Mario
191. Final Fantasy
192. Jurassic Park
193. Kirby's Adventure
194. The Legend of Zelda
195. Mega Man
196. Mega Man II
197. Mega Man III
198. Mega Man IV
199. Mega Man V
200. Mega Man VI
201. Metroid
202. Monopoly
203. Ms. Pac-Man
204. NES Open Tournament Golf
205. Pac-Man
206. Super Mario Bros.
207. Super Mario Bros. 2
208. Super Mario Bros. 3
209. Teenage Mutant Ninja Turtles
210. Tecmo Bowl
211. Tecmo NBA Basketball
212. Tecmo Super Bowl
213. Tetris
214. Tetris 2
215. TMNT Tournament Fighter
216. TMNT II: The Arcade Game
217. TMNT III: The Manhattan Project
218. Yoshi
219. Yoshi's Cookie
220. Zelda II: The Adventure of Link
221. Zoda's Revenge: Star Tropics II

Place
Stamp
Here

Nintendo Power
P.O. BOX 97062
Redmond, WA 98073-9762

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If you missed these classic Nintendo Power issues, don't miss out now! Prices listed include the cover price plus the cost of shipping and handling.

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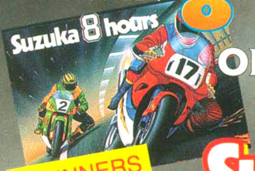
PLAYER'S POLL CONTEST

SECOND PRIZE



5 WINNERS

WIN 8 Hours* OF ARCADE ACTION AND Suzuka 8 hours FOR YOUR SUPER NES FROM namco

* Arcade play based on 50 cents per five minutes of play, for a total of $48 worth of quarters or arcade tokens.

THIRD PRIZE

NINTENDO POWER T-SHIRTS

ENDURANCE TESTED!

50 WINNERS

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 63, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 63
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than September 1, 1994. We are not responsible for lost or misdirected mail.

On or about September 15, 1994, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Nintendo Power magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household.

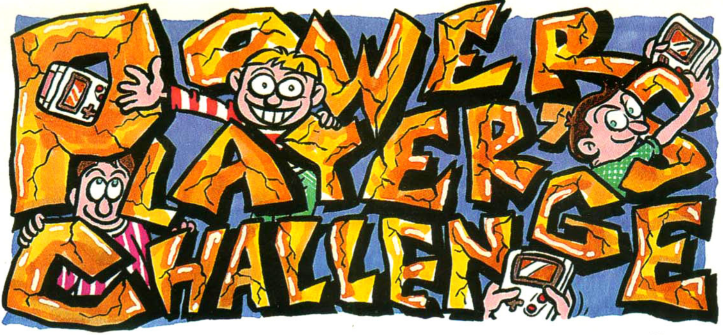
Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after September 30, 1994, send your request to the address above.

GRAND PRIZE: The Grand Prize Winner will receive Namco's Suzuka 8-Hours two-player arcade game. (Estimated value of the prize is $5,000).

The winner must provide a written release to NOA. Some restrictions apply. Void where prohibited by law. This contest is subject to all federal, state and local laws and regulations.

PLAYER'S POLL CONTEST

PLAYER'S POLL CONTEST

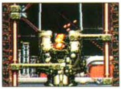


The scores that we receive each month are great, but unfortunately, some of the entries didn't include the system in the photo. Send us your greatest video game achievements so we can show the world!

CHALLENGE

CYBERNATOR

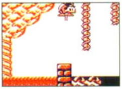
What is your best score at the end of the game?



Shoot everything you can in your quest to win the war.

DUCK TALES

How much money can you collect?



Be greedy and horde as much treasure as you can.

ROAD RUNNER'S DEATH VALLEY RALLY

What is your best score at the end of the game?

Collect all of the flags as fast as you can!

LIBERTY OR DEATH

How many years does it take you to win the Revolutionary War?

1775
NY
Ticonderoga
Ethan
Allen
1250
48
2/3
3194
I suggest we run military drills this month.

It will take a strong general to rewrite history.

BASEBALL

How many runs can you score in a 1-player game?

You don't need to win the game, just score the runs!

CLAYMATES

What is your best score in this wacky adventure?

Find as many of the secret areas as you can.

SUPER POWER CLUB CHALLENGE

Take the challenge!

The top 25 players that best meet the monthly challenge will be awarded 4 Super Power Stamps for use towards the purchase of Super Power Supplies. Send all eligible entries to the address at right. The entries must include a photograph of the completed challenge (which includes the system in the photo) labeled with the name, address and Membership Number of the player. All entries must be received by September 16, 1994. Winners will be printed in a future issue of Nintendo Power and will be notified by mail. All scores printed are decided by the Nintendo Power Staff. All decisions are final.

KEN GRIFFEY JR. PRESENTS MLB

How many home runs can you hit in a full 162-game season?

LINE UP
BENCH

Dig in and swing for the upper decks!

POWER PLAYERS

NBA JAM

Most three-point shots in a game.

Matt Petlinski Randolph, NJ	117
Serjan Markari Glendale, CA	109
Louis Rizzuto Wyomissing Hills, PA	108
Paul Matchette Lilburn, GA	103
Jason Diaz Amarillo, TX	101
Sam Miller Lexington, MI	101
Steve Stojanovich Derby, NY	100
Shaun Moorehead Oakville, ON	92
Andrew Cantore Chicago, IL	87
Jon Boothe Ogden, UT	86

SUPER BLACK BASS

Biggest fish caught.

James White Elkhart, IN	27lbs 0oz
Douglas Schultz Urania, LA	26lbs 9oz
Jeremy Carter Hillsboro, OH	26lbs 6oz
Willy Meyer Roselle Park, NJ	26lbs 1oz
Christian Sirnic Jeanette, PA	26lbs 0oz

SUPER STAR WARS

Highest Scores.

Josh Lytle Bellevue, WA	3,090,900
Jeff Johnson Brooklyn, NY	1,567,600
Brook Larkin Addison, IL	571,400
Andre Lamarre Lorraine, PQ	347,950
Andrew Gates Indialantic, FL	329,400

R.C. PRO-AM

Highest Scores.

Jerry Flach Lutz, FL	999,928
R. Powell San Diego, CA	600,545
Robbie Stevens Paterson, NJ	503,370
Rick Conklin Pine Bush, NY	258,617

TINY TOON ADVENTURES BUSTER BUSTS LOOSE

Completed the game on the Hard Level.

Tim Woolley Jacksonville, NC	Finished
Alex Batista Trujillo Alto, PR	Finished
Eric Hacecky APO, AE	Finished
Marius Vartolomei St-Laurent, PQ	Finished

SUPER MARIO KART

Best time on the Rainbow Road.

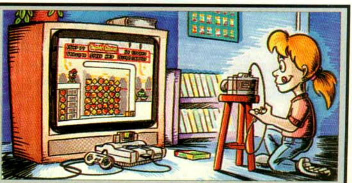
Randy Rogers Orlando, Fl	1:35:20
Mark Riley Powell River, BC	1:36:34
Luke Sparks Champaign, IL	1:36:69
Brian Weller Burlington, KY	1:37:64
Graham Lawerence Hampton, NB	1:39:26
Joseph Jedlicka Calgary, AB	1:39:61

NHL STANLEY CUP

Widest margin of victory.

Ron Paratore Mount Laurel, NJ	31-00
Haven Sherrill Brandon, FL	30-00
Paul Mestemaker North Marshall, MI	25-00
Mike Riccio Stickney, IL	25-00
Julianna Ceimer Ventura, CA	23-00
Scott Tope Perry, OK	22-00
Matthew Herstein Ann Arbor, MI	22-01
Alex Davis Cincinnati, OH	20-02

I CAN BEAT THAT SCORE!

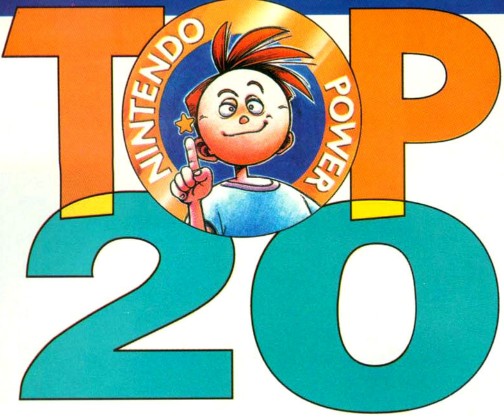


Send us your name and address with a photo of your accomplishment! To take a photo of a NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy onto a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.

Send to →

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733

TOP 20



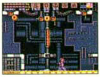
AUGUST 1994

This month's top two spots on the Super NES chart were decided by one of the closest margins ever! Only 201 points separate Super Metroid and NBA Jam. With two great games like these, it's hard to decide which is the best.

SUPER NES

1 26,604 POINTS
4 MONTHS

SUPER METROID



Samus has made the jump to the top spot on the Top 20 charts! It isn't too hard to believe if you've played Super Metroid.

2 26,403 POINTS
6 MONTHS

NBA JAM

The slammin' action of NBA Jam has slipped down to second spot, but only by 201 points.

3 17,906 POINTS
5 MONTHS

KEN GRIFFEY JR. PRESENTS MLB

Swing for the upper deck, steal home, or throw a no-hitter. This game has got it all!

4 10,754 POINTS

THE LEGEND OF ZELDA:
A LINK TO THE PAST

Link warps to the dark world and defeats Ganon once again!

5 7,506 POINTS

MORTAL KOMBAT

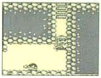
The mighty Goro doesn't seem so bad when you hit him with a foot sweep.

6	6,735 POINTS	MEGA MAN X
7	5,530 POINTS	STREET FIGHTER II TURBO
8	5,340 POINTS	SUPER MARIO KART
9	4,670 POINTS	DISNEY'S ALADDIN
10	4,410 POINTS	SECRET OF MANA
11	4,164 POINTS	SUPER MARIO ALL-STARS
12	3,296 POINTS	STAR FOX
13	3,268 POINTS	STUNT RACE FX
14	3,070 POINTS	FINAL FANTASY II
15	2,696 POINTS	SUPER STREET FIGHTER II
16	2,586 POINTS	MARIO PAINT
17	2,474 POINTS	SIMCITY
18	2,374 POINTS	NHL HOCKEY '94
19	2,326 POINTS	P.T.O.
20	2,322 POINTS	JURASSIC PARK

GAME BOY

1 21,920 POINTS
6 MONTHS

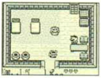
WARIO LAND: SUPER MARIO LAND 3



Mario's evil counterpart is making it big with his new game. There's no stopping Wario now!

2 17,920 POINTS
16 MONTHS

THE LEGEND OF ZELDA: LINK'S AWAKENING



Once Link begins a new quest, players have trouble putting the game down.

3 13,763 POINTS
19 MONTHS

KIRBY'S DREAM LAND

King Dedede has stolen the Dream Wand and only Kirby can get it back!

4 12,457 POINTS

SUPER MARIO LAND 2: 6 GOLDEN COINS

It's Mario vs. Wario in a battle for Mario's castle. Things are getting tough for our hero.

5 10,706 POINTS

METROID II: RETURN OF SAMUS

With the release of Super Metroid, Samus' second adventure is heading back up the charts.

6	10,548 POINTS	TETRIS
7	8,581 POINTS	MORTAL KOMBAT
8	7,373 POINTS	KIRBY'S PINBALL LAND
9	6,985 POINTS	TETRIS 2
10	6,929 POINTS	SUPER MARIO LAND
11	6,069 POINTS	DONKEY KONG
12	4,440 POINTS	JURASSIC PARK
13	4,189 POINTS	DR. MARIO
14	3,977 POINTS	FACEBALL 2000
15	3,835 POINTS	FINAL FANTASY LEGEND III
16	3,707 POINTS	TMNT: FALL OF THE FOOT CLAN
17	3,405 POINTS	FINAL FANTASY LEGEND II
18	3,016 POINTS	MEGA MAN IV
19	2,754 POINTS	GOLF
20	2,679 POINTS	NBA CHALLENGE 2

NES

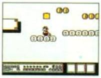
1 14,552 POINTS
71 MONTHS

THE LEGEND OF ZELDA

The Players still pick The Legend of Zelda as their favorite game. Wonder why?

2 12,464 POINTS
59 MONTHS

SUPER MARIO BROS. 3



There's not too many pipes to fix, but there's plenty of work for our favorite plumber.

3 10,404 POINTS
6 MONTHS

MEGA MAN VI

Mechanical mayhem! Mega Man takes on some of the strongest robots around!

4 8,974 POINTS

METROID

Samus takes on the Mother Brain in the game that started it all.

5 8,708 POINTS

TETRIS 2

The blocks keep falling so the Players keep playing this great game.

6	8,499 POINTS	DR. MARIO
7	7,823 POINTS	KIRBY'S ADVENTURE
8	6,602 POINTS	NES OPEN TOURNAMENT GOLF
9	6,264 POINTS	TETRIS
10	6,253 POINTS	FINAL FANTASY
11	5,873 POINTS	ZELDA II: THE ADVENTURE OF LINK
12	5,626 POINTS	TMNT III: THE MANHATTAN PROJECT
13	4,659 POINTS	BATTLETOADS
14	4,584 POINTS	ZODA'S REVENGE: STAR TROPICS II
15	4,551 POINTS	BASEBALL STARS
16	4,215 POINTS	TECMO SUPER BOWL
17	3,883 POINTS	DRAGON WARRIOR IV
18	3,792 POINTS	SUPER MARIO BROS. 2
19	3,688 POINTS	MS. PAC-MAN
20	3,553 POINTS	JURASSIC PARK

NINTENDO POWER

A LOOK INTO THE GAMES OF THE FUTURE

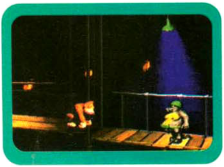
PAK WATCH

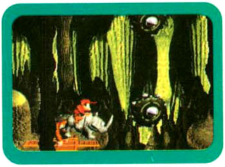
DONKEY KONG COUNTRY NINTENDO

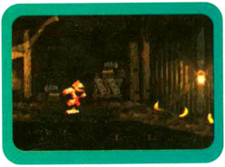
You may recognize the name, but the game will astound you just as it did us and everyone else who has seen, heard and played it. Nintendo's Donkey Kong Country for the Super NES launches a new era of super programming that will feature games far in advance of anything you've ever seen on any video game system, and it accomplishes all this on your Super NES. Sure, it sounds like so much hype...that is until you check it out for yourself. Out of more than a thousand games this Pak Watcher has seen over the years, this 800 pound, 32 Megabit ape out-powers them all. Some people were talking about the decline of 16-bit game systems, but DK Country corked that pretty fast. The 3-D graphics and animation in this Super Mario World-sized action game are so good that it puts to shame the other high-end video game systems.

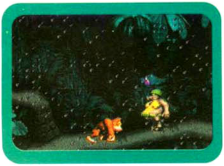
Naturally, inquiring minds have been asking your Pak Prof, how is all this possible? Well, it isn't simple. The brain trust at Rare in the U.K. worked with Nintendo to create what is undoubtedly one of the most sophisticated development studios in the world. Utilizing millions of dollars worth of Silicon Graphics Workstations, the programmers were able to create staggeringly realistic 3-D animations. Once you've created the computer animations, it's a much smaller step—like that moon walk thing—to adapt them for use in the Super NES. Next month, we'll take a look at the making of Donkey Kong Country.

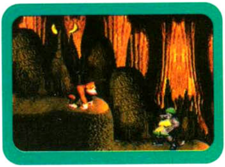
Okay, you're thinking, so it looks like a billion, but what about the play? The play's the thing, right?

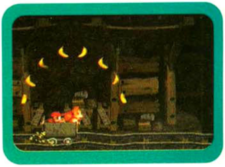










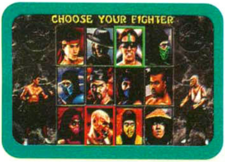


Here it is in a barrel: you've got DK and Diddy, his chimpish pal, loping, running, rolling, swinging, swimming, climbing, jumping, riding, stomping, scratching, high-fiving, barrel blasting and grinning like apes as they ride the rails toward imminent disaster. Let's set the scene. You've got snow, you've got jungle, you've got coral reefs, deep caverns, more jungle, cliffs, tunnels, sunsets, night, day, and more bananas than Chiquita. You'll also run into a mob of wild creatures, but some of them are your pals, like a rhino and an a ostrich. So what's the bottom line from Pak Watch? DK rules the jungle. Believe it.

MORTAL KOMBAT II

ACCLAIM

What's the score on MKII Players 1, Critics 0. Not everyone is going to like this, but the players (and let's face it, that's who counts) are going to eat it up like fries. The Super NES Mortal Kombat II has it all. All the moves! Fatality, Babality, Friendship. And all the characters. They're all here, and they look awesome. Inside rumors have it that Sculptured Software and Acclaim have hidden tons of special moves, characters and surprises in the game, making it even more exciting than the arcade version. As most of you already know from having checked out this fighter at the arcade, it's already a much deeper game than the original Mortal Kombat. There's more variety and more challenge. But dangerously realistic? Yeah, like Pinocchio. The digital graphics look awesome, and drop for drop the Super NES version finishes the Genesis with a flawless performance. But the content of MKII is pure fantasy. Anyone who thinks you'll need a mop to clean up after it is seriously misinformed. This Pak Kombatant thinks America will survive the second coming of MK just fine.



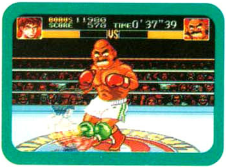
KUNG LAO WINS

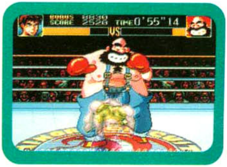
SUPER PUNCH-OUT!!

NINTENDO

Bald Bull is back along with three circuits of knockout arcade boxing that will make your head bleed just thinking about it. Fans of the original Punch-Out!! will recognize some of the fighters like Piston Hurricane, who was Piston Honda in the NES game, and stars of the coin-op Super Punch-Out!! like Dragon Chan. But many of these fantasy pugilists have appeared straight out of the wonderfully warped imaginations of their programmers. Ten new faces include rasta-fighter Bob Charlie, old-timer Gabby Jay, and the ultimate boxer, Mr. Bruiser. In all, you'll have to battle it out with 16 contenders. The semi-transparent view of your fighter allows better sight of your opponent's moves.

Good play control made the difference for this Pak Puncher, plus good sound. It's the best Punch-Out!! to date for fans of the arcade and NES classics, and the bell rings for the opening round this October.

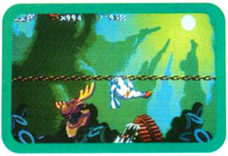


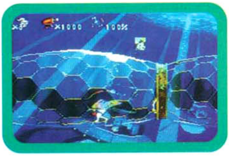


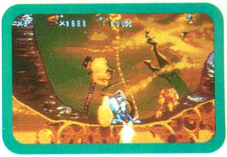
EARTHWORM JIM

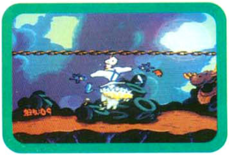
PLAYMATES

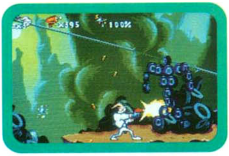
Picture this peaceful scene. You're a simple, segmented earthworm minding your own business when suddenly out of a clear blue sky an alien cybersuit splats down practically on your head. Okay, if you're a worm, you don't have a head. But if you're a curious worm, like Jim, you'll crawl on over and check out the hi-tech duds, and if you do that, suddenly you'll be transformed into a super hero of epic proportions even though you have only one muscle in your entire body and a serious lack of brain cells. That's the story behind Playmate's off-beat comic action game that is due to be released this fall. David Perry, the game's creator, says that Earthworm Jim is different. "He isn't just another woodland creature with an attitude." Jim zaps enemies with a blaster, he bungee jumps, and he saves helpless, wriggling relatives from dining crows throughout the galaxy. A real wormitarian. There's plenty of hard-blasting, worm-whipping action, but there's also a lot of humor in the game. Perry has made his mark with some spectacular graphics masterpieces, but he acknowledges that his other games, like Aladdin, are nowhere near as advanced as Jimbo. Apparently, others agree. EJ may become the TMNT of the second half of the nineties. Already, Earthworm Jim has been signed up for a pilot television run of several episodes.

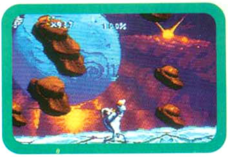








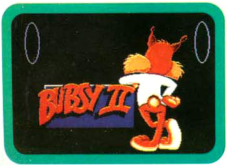


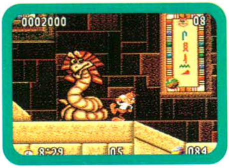


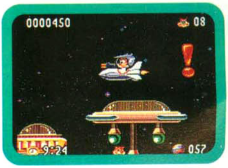
BUBSY 2

ACCOLADE

That bouncing bobcat with a million ways to get pasted is coming back for an encore in Bubsy 2. Gone are the dorky yarn balls, replaced by shiny marbles, an open game structure, lots of variety including shooting stages and frog hurling, and some excellent comic animation. (Yeah, you read right, frog hurling—small, innocent frogs that you hurl high into the air while they croak in terror. This is the sort of inspired weirdness you might expect from Lucasarts, but apparently Accolade is loosening its corporate necktie.) The plot? Bubsy ventures into the Exploratorium in search of his nephew and niece. Each exhibit actually takes him back in time to a rollicking race through settings such as an ancient Egyptian pyramid, a pirate ship and a medieval castle. (And did I mention that you get to fling frogs?) There are shooting stages, too, like the asteroid dodger shown below. Seriously, Bubsy fans will have a lot to be thankful for come this fall.



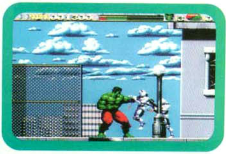




THE INCREDIBLE HULK

U.S. GOLD

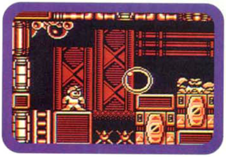
The dean of mean green is on his way from U.S. Gold. The Hulk, long a favorite comic character, makes his video game debut in an action-thumping side-scroller that portrays the real Hulk more accurately than many of the video versions of super heroes this Pak Watcher has seen. The Hulk, as you probably know, is only the Hulk when he's mad. His rage transforms him from a fairly average guy. In this game, as long as your rage rages, you'll remain a huge, hulking thing. But if your rage drops too far, you'll become David Banner, who is no match for many of the enemies in the game. Even as Banner, though, you might find a weapon and shoot your way out of a fix. You can also find and consume an anti-rage capsule that transforms you to Banner, the reason for this being that there are some areas of the game that can only be reached by a smaller character like Dave. If you like bashing stuff and bulldozing through the opposition, The Incredible Hulk, coming in October, is your kind of game.

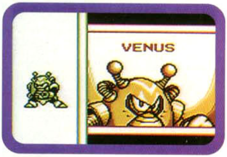


MEGAMAN Ⅴ

CAPCOM

Super Game Boy makes the latest Megaman look mega-nificent. This Mega Watcher was ready for something new in a Game Boy Megaman game, and this one does the job. Besides the great colors and border treatment, Megaman has a new weapon, the Mega Arm, and a new ally, Tango, the Megacat with a buzz-saw attack. The Mega Arm allows you to power up so you can unleash more damage with each shot. As before, you'll collect P chips and return to Dr. Light's lab to get Power-Ups. The enemies are robots from outerspace called Stardroids, but the bosses come from such places as Mars, Mercury, Venus and Neptune. The action is up to the mega standards set with this series, but the Super Game Boy facelift adds a lot of life. Look for this Megaboy early this fall.

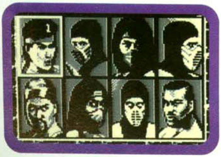


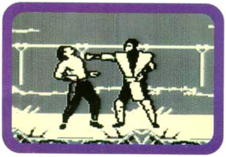


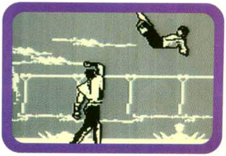
MORTAL KOMBAT Ⅱ

ACCLAIM

In addition to the Super NES Mortal Kombat II, there will also be a Game Boy version featuring most of the same game features including Fatality and Babality moves, plus hidden characters. Although not every move is included in this smaller Pak, each of the characters has three special attacks, two Fatalities including the Spikes, and one Babality move. Shang can morph into any of the other characters, of course, giving him the ability to do any move in the game. This Pak Fodder lost his head several times, but after some practice started picking up the pieces, turning the tables, and knocking some stuffing out of the computer. The tournament allows for one player action only, which is a bit disappointing. Still, the action is strong, the graphics look sharp and the thrill is to die for. And, although MK II for Game Boy wasn't programmed with the Super Game Boy in mind, it looks great in color.





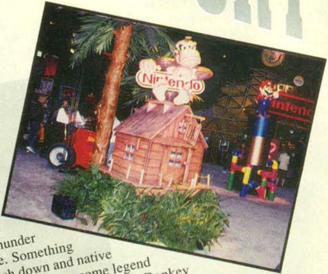


WE INTERRUPT YOUR NORMAL READING TO BRING YOU THIS...

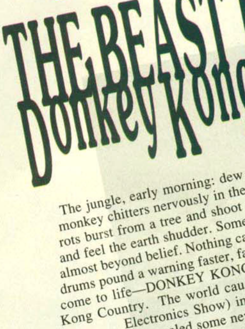
C.E.S. SPECIAL REPORT

THE BEAST IS BACK

Donkey Kong Country



The jungle, early morning: dew steams off the dense leaves, a monkey chitters nervously in the high canopy, a lion growls, parrots burst from a tree and shoot away in fear. You hear distant thunder and feel the earth shudder. Something is coming. Something huge. Something almost beyond belief. Nothing can stand in its way. Giant trees crash down and native drums pound a warning faster, faster, faster, faster and suddenly he's there like some legend come to life—DONKEY KONG—in the ultimate 16-bit game of all time. Welcome to Donkey Kong Country. The world caught its first glimpse of this mythic beast at Summer C.E.S. (Consumer Electronics Show) in Chicago. They were stunned. They were awed. Many thought the game concealed some new technology—a chip or processor in the Game Pak. But the technology was all in the programming and the credit went to Rare Ltd. and Nintendo who brought the beast back to life. How big is Donkey Kong Country? Too big for Sega. They didn't dare show themselves at all. And 3DO and Jaguar cowered in the shadowy corners. Enough said, for now.

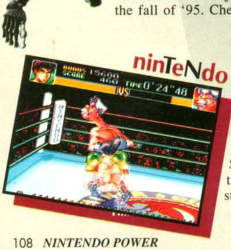


TECHNOLOGICAL TERRORS

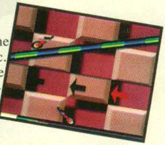
KILLER INSTINCT AND CRUIS'N USA

The first Nintendo Ultra 64 software dazzled a select group of game designers, licensees and reporters in a secret CES suite. Killer Instinct is a game of futuristic combat with stunning, 64-bit graphics, 12 main characters, and some killer surprises. This killer game hits the arcades this fall and should debut with the home Project Reality system in the fall of '95. Check out the preview coming next month. As for Cruis'n USA from Williams, it's the fastest, most realistic arcade racer you'll ever see. In the arcades, you'll climb behind the wheel of the race car of your choice and put the pedal down for three thousand scorching miles. At home next year you'll have the exact same graphics as in the arcade, but no ten thousand dollar arcade car to climb in. Life's rough.

Play It Loud

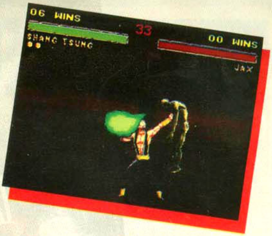


Nintendo's domination of the Summer C.E.S. went beyond the debuts noted above. Super Punch-Out!! is destined to be a classic. The Illusion of Gaia is the best adventure game of the year. The innovative Uniracers utilizes the same SGI developmental processes as Donkey Kong Country. Tin Star is twisted fun for the Super Scope crowd and Donkey Kong Land for Game Boy uses the same animation as Country. Nintendo also unveiled a new style and image with the Play It Loud campaign.



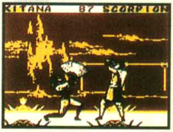
NOTHING CAN PREPARE YOU

I LIED!
YOU SHOULD NEVER TRUST A RAVING LUNATIC!



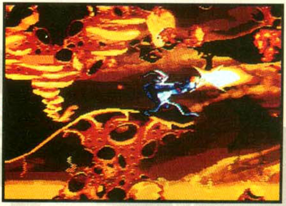
Acclaim held back nothing in what may well become the ultimate 16-bit fighting game—Mortal Kombat II. Although nobody at Acclaim and Sculptured Software will go on record, for obvious reasons, sources at both companies off-the-record say that the Super NES game is far superior to the competition. Need we say more? How about this: Acclaim has linked up with Nintendo, agreeing to create an exclusive Ultra 64 game featuring Turok. Other news from Acclaim is the special edition red Game Paks for the initial run of Spider-Man & Venom In Maximum Carnage. Stargate for the Super NES will be based on the fall Hollywood release starring Kurt Russell. Nigel Mansell returns to the Super NES in the two-player Nigel Mansell's Indy Car Racing along with WWF Raw, U.S.H.R.S. Monster Truck Wars, Itchy & Scratchy, Virtual Bart and True Lies, a fall movie starring Arnold Shwartzenegger.

Mortal Kombat II



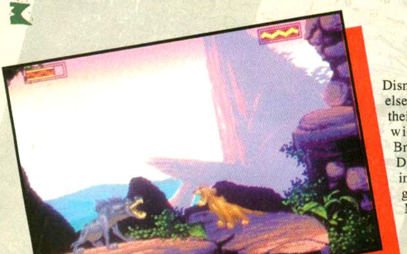
EARTHWORM JIM

a wOrm iN sPAce



The guys at Shiny Entertainment are probably certifiable. They've been working within worm-crawling distance of the beach in Southern California for months and half of them haven't even seen it yet! But they're also total game fanatics who know what's fun. Earthworm Jim for Playmates is destined for more than a crow's belly and Shiny is destined for greatness.

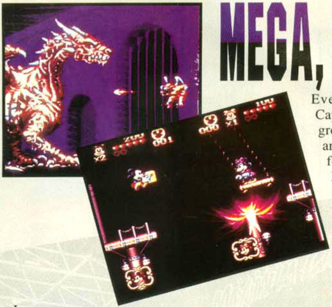
OUT OF AFRICA



Disney knows how to make a presentation like nobody else. The most spectacular event of the show had to be their lavish introduction of The Lion King, complete with African drummers, dancers, a gorgeous Broadway set of the African savanna, a live lion cub, Disney's top executives, Rafiki the baboon, a screening of the movie's opening scenes and footage of the game. The only things Virgin Games didn't get from Mickey's Company were a kiss and season tickets to the Mighty Ducks. Oh, the game looked pretty good, too.

The Lion King

MEGA, SUPER, X AND GHOULS

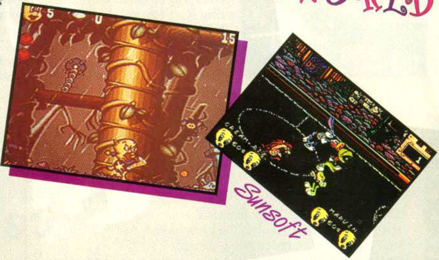


Even bigger than the news of their hot line up of games was Capcom's announcement that they were starting a U.S. development group in their Bay Area office. The group of about 40 designers, artists and programmers will work on titles specifically designed for U.S. players. In the meantime, Capcom is offering Mega Man X2, Demon's Crest, The Great Circus Mystery Starring Mickey & Minnie, Bonkers, Mega Man V for Super Game Boy and maybe even the X-Men by the holidays.

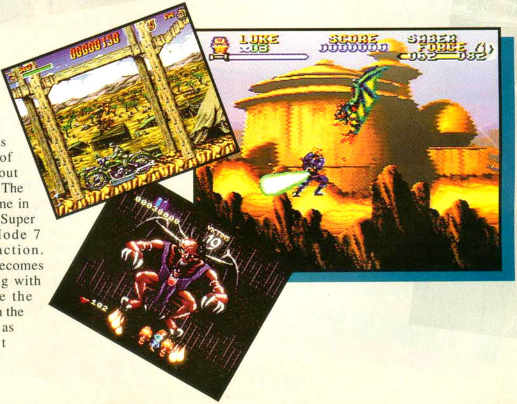
capcom

IT'S A WACKY, WASCALLY WORLD

Justice League and Superman aside, Sunsoft is concentrating on its Looney Tunes license for the rest of this year with some of the best vidtoons ever. Porky Pig's Haunted Holiday saw the light of the show floor along with Hoop It Up, which is a sort of NBA Jam for varmits. Sylvester and Tweety is also in progress along with a Daffy Duck Super Game Boy game. It seems that Speedy Gonzalez has slipped back into the black hole of redevelopment.



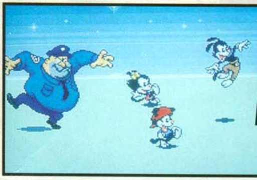
Several of the best games for the fall will come from JVC via Lucasarts. First up is Indiana Jones' Greatest Adventures. The swashbuckling professor of antiquities relives his most daring deeds in this Super NES feast of graphics and fun. Next out will be Super Return Of The Jedi, the concluding game in the three-part trilogy. Super Jedi will feature Mode 7 stages and tons of action. Princess Leia finally becomes an active character along with the Ewok, Wickett once the Rebellion makes its attack on the forest moon of Endor. Finally, as if the first two games aren't enough, JVC also will bring out Ghoul Patrol.

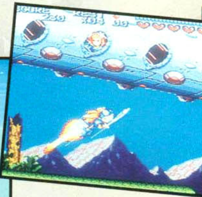


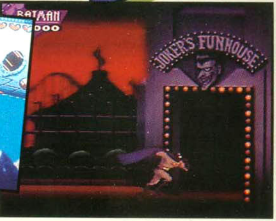
Konami

bAck with the pAk

Konami returns after a slow first half of the year with one of the strongest fall line ups for the Super NES and Game Boy. Exclusive to the Super NES will be Batman: The Animated Series, an action adventure game featuring tons of bat toys and lots of bat moves, not to mention varying play perspectives. Also look for Animaniacs, Tiny Toon Adventures—Wild N' Wacky Sports, Biker Mice From Mars, Sparkster, and Soccer. For Game Boy, Contra—The Alien Wars reintroduces this awesome action series.

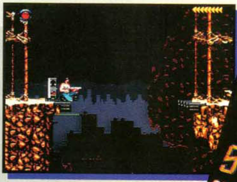


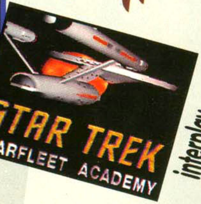




explore strange worlds

Interplay's quality was as dazzling as always with an all new Clay Fighter 2, Star Trek Academy and Blackthorne. The Clay tournament features new characters, moves and backgrounds in the fun claymation style of the original Clay Fighter plus six modes of play. Blackthorn rocks with great animation, graphics and sound in a sci-fi adventure that will leave you sweating. Star Trek Academy features missions and space battles from the perspective of Federation vessels and enemy ships. Here's your chance to be a Romulan! Interplay also announced that The Lost Vikings 2 should appear early next year.

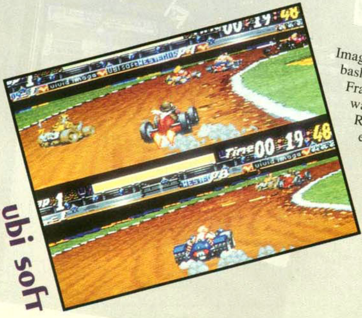




interplay

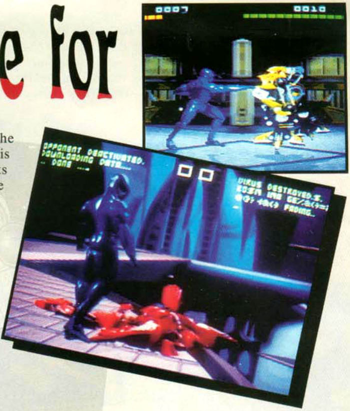
STREET BASHING

ubi soft



Imagine Mario Kart with a four-player mode, bumper bashing tournaments, special attacks and drivers like Frank (short for Frankenstein) and Suzulu the tribal warrior. That's what Ubi Soft's surprising Street Racer looks like and drives like. Mode 7 graphic effects highlight this game, but the fun comes from great modes of play, like an all-out crunch fest in which opponents try to knock each other out of the ring. You can even play car soccer, or race the circuit and view your performance from varying camera angles.

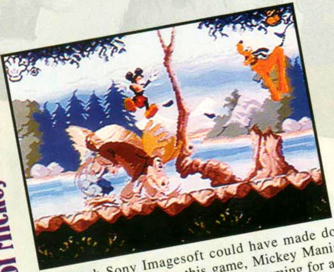
graphics to die for



The Supervisor is watching you in Absolute's Rise of the Robots, but you'll be watching the spectacular graphics in this futuristic fighter. Mirage Technologies of the U.K. puts together smooth animation with responsive controls in the Super NES game to be released this fall. Although basically a tournament fighter in design, Rise has more of an adventure feel due to an interesting cyber story and cinema scenes between battles. Absolute also announced development of Star Trek Generations: Beyond The Nexus, which is based on the Star Trek Generations movie.

RISE OF THE ROBOTS

Mickey Mania: the timeless adventures of Mickey Mouse



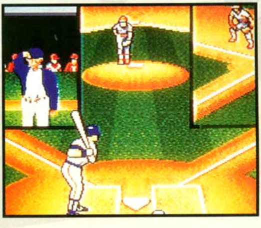
Although Sony Imagesoft could have made do with a shorter title for this game, Mickey Mania mixes Disney animation with video gaming for an almost cinematic experience. The Mickey animation was created using Silicon Graphics computers and Disney artists. The 7 stages of the game represent film features in which Mickey starred such as Steamboat Willie and Fantasia. Sony also showcased its ESPN license with several new sports games including ESPN Sports World and ESPN Sunday Night Football.

WILL THE REAL MICKEY PLEASE STAND UP?

interactive hollywood

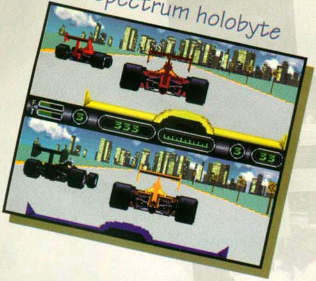
BUTTING HEADS WITH THE BIGBOYS

Viacom, Disney, Time Warner and Fox all made big splashes at CES for the first time. The movie and TV monoliths certainly have a thing or two to learn about the video game business, like how to make hit games, but they seem intent on making the effort, spending the bucks and keeping at it until they succeed. Viacom leads the Pak pack with Beavis & Butthead and Nickelodeon Guts for the fall line up. Disney, although working through other licensees like Virgin and Sony, are also set to produce their own games. Time Warner's Tengen will present Super RBI Baseball this fall along with other possible acquisitions. And Twentieth Century Fox, probably the most innovative and eager company of them all, is pushing forward with an underground comic book hero farce, The Tick, and a game based on this fall's release of The Pagemaster.



MAKING THE RULES OF THE GAME

spectrum holobyte



Spectrum's group of companies, which includes Spectrum Holobyte, Microprose and Bullet-Proof Software all showed top quality titles. Spectrum is now publishing Wild Snake as part of its puzzle series from Alexi Pajitnov, the creator of Tetris. Other puzzle games are in the works as are new Star Trek: The Next Generation adventures and a Super NES game based on The Next Generation movie. Microprose continues work on Super Civilization while BPS has a hot racer in Michael Andretti's Indy Car Challenge.

DANGER, ADVENTURE, INTRIGUE!!!

Adventurers had to wander no further than the Enix and Square Soft booths at C.E.S. to capture the ultimate role playing and adventure games. Square unleashed the U.S. version of the biggest and best RPG in history—Final Fantasy III. This game lets you choose between different characters who will lead you into a wide variety of adventures so that no two games need be alike. Square also showed Breath of Fire and plans to release a third RPG later in '94. At Enix, the focus is on adventure with Brain Lord and King Arthur & The Knights of Justice. Enix also unveiled a new RPG by Quintet, the designers of Illusion of Gaia. Robotrek takes place in a future where you must construct special robots to perform special tasks. FCI will be bringing out three titles this fall: there's the vast Might & Magic III that brims with so many secrets that you could stick whiskers on it and call it a cat, Ultima: Runes of Virtue 2 (Super NES, not Game Boy,) and Ultima VII: The Black Gate. At Koei, the biggest news was Uncharted Waters—New Horizons. This sequel includes strategic, economic and RPG elements with six unique perspectives for the player to take. Aerobiz Supersonic and Nobunaga's Ambition—Lord of Darkness will also keep strategy gamers up late this fall.

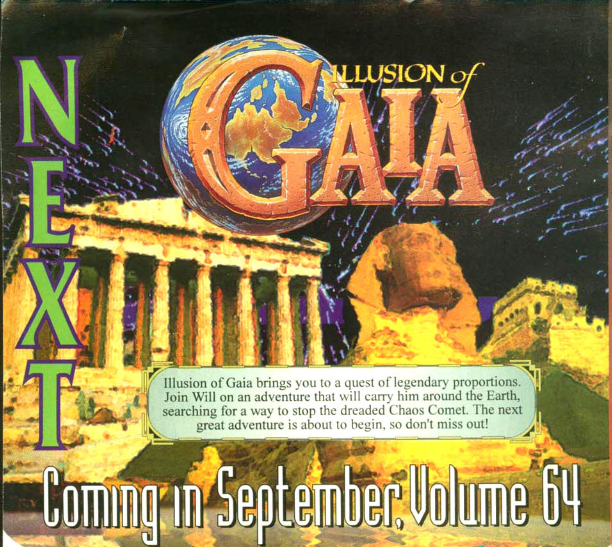
Fire
Leafer
LOCKE 105
KERA 50

ENIX, FCI, KOEI AND SQUARE SOFT

what else is there?

Super Bomberman II from Hudson. Flintstones, Addams Family Values and Jurassic Park 2 from Ocean. More Ren & Stimpy and seaQuest DSV from T*HQ, plus Bass Masters, Akira, and The Mask. Accolade showed an early Fireteam Rogue and a polished Bubsy 2, plus a 3-D fighter called Ballz from PF. Magic. Elite is working on two Super FX racing games: Powerslide and Dirt Racer. ElectroBrain, the first licensee to make a Super FX game, Vortex, also showed an early motocross game featuring Super FX power. ElectroBrain also showed Future Zone and Tommy Moe's Winter Extreme Skiing and Snowboarding. Tecmo put a unique sports vision and great options into Tecmo Super Baseball. Taito had Sonic Blastman 2 and Super Soccer Champ 2. Gametek had Churn & Burn with jet skiis and motorcycles. GTE Interactive, a new player in the video game world with a giant parent company looking over its shoulder, will bring out Jammit! (formerly licensed to Virgin) and Blades, an in-line hockey game for the Super NES.

NEXT ISSUE



Illusion of Gaia brings you to a quest of legendary proportions. Join Will on an adventure that will carry him around the Earth, searching for a way to stop the dreaded Chaos Comet. The next great adventure is about to begin, so don't miss out!

Coming in September, Volume 64

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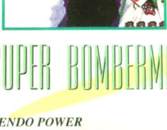

POCKY & ROCKY 2

AEROBIZ SUPERSONIC

SUPER BOMBERMAN 2

SECRET of MANA SPECIAL

THE DAYS of MANA

Final Episode

The final leg of our hero's journey lies ahead.

The road to the Mana Fortress is trecherous, so don't travel unprepared. Miss out on this information, and all may be lost!

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SPECIAL FEATURES

- The Making of Donkey Kong Country
- Killer Instinct
- All-New Video Game Rating System

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 48 (May. '93): The Lost Vikings, Shadowrun, Batman Returns, The Legend of Zelda: Link's Awakening, Zen Intergalactic Ninja (Game Boy), Ring Rage, Great Greed, Kirby's Adventure, Incredible Crash Dummies (NES), Super Turrican.

Volume 49 (June '93): B.O.B., Taz-mania, Super Casino Games, Yoshi's Cookie, Battletoads in Battlemaniacs, Battletoads in Ragnarok's World, Bubble Bobble 2 (Game Boy), Titus the Fox, Raging Fighter, Battletoads and Double Dragon, Fire 'n' Ice.

Volume 50 (July '93): WWF Royal Rumble, Run Saber, E.V.O. The Search for Eden, Edutainment Games, Bubsy in Claws Encounters of the Furred Kind, The Legend of Zelda: Link's Awakening, Gargoyle's Quest II (Game Boy), T2: The Arcade Game, The Addams Family—Pugsley's Scavenger Hunt (NES), Mighty Final Fight, Bubble Bobble 2 (NES)

Volume 51 (Aug. '93): Street Fighter II Turbo, Zombies Ate My Neighbors, Alien³ (Super NES), Goof Troop, Nigel Mansell's World Championship, Speedy Gonzalez, Star Trek: The Next Generation, 4-in-1 Funpak Vol. II, Jurassic Park(NES), King's Quest V.

Volume 52 (Sept. '93): Final Fight 2, The Seventh Saga, Super Mario All-Stars, Rock 'N' Roll Racing, Family Feud, Final Fantasy Legend III, Felix the Cat (Game Boy), Pinball Dreams, Indiana Jones & The Last Crusade, Cartoon Workshop.

Volume 53 (Oct. '93): Super Empire Strikes Back, Mortal Kombat, Super Bomberman, Plok, Cool Spot, Pac-Attack, Wing Commander: The Secret Missions, Mortal Kombat (Game Boy), Sports Illustrated Championship, Jurassic Park (Game Boy), WWF King of the Ring, Lemmings (Game Boy), Battleship (NES), The Flintstones—The Surprise at Dinosaurs Peak.

Volume 54 (Nov. '93): The Secret of Mana, Super NES Sports, SimAnt, Aero the Acro-Bat, Jurassic Park (Super NES), ActRaiser 2, Ultima: Runes of Virtue II, Kirby's Pinball Land, Gear Works, T.M.N.T. Tournament Fighter (NES), Pac-Man/Ms. Pac-Man.

Volume 55 (Dec. '93): Disney's Aladdin, Clay Fighter, NHL Stanley Cup, Daffy Duck: The Marvin Missions, Battle Cars, Super Scope Roundup, Tom & Jerry: Frantic Antics, Mega Man IV (Game Boy), Mega Man VI (NES), Tetris 2.

Volume 56 (Jan. '94): Mega Man X, Flashback, Claymates, Soldiers of Fortune, T.M.N.T. Tournament Fighters, Battletoads & Double Dragon The Ultimate Team, Batman: The Animated Series, T.M.N.T. III: Radical Rescue, Tetris 2 (Game Boy), Disney's Chip 'N' Dale Rescue Rangers 2.

Volume 57 (Feb. '94): Bugs Bunny Rabbit Rampage, Young Merlin, Skyblazer, Inspector Gadget, The Sports Scene, Lester the Unlikely, Choplifter III, Spider-Man & The X-Men in Arcade's Revenge (Game Boy), The Simpsons: Bart & The Beanstalk, Zoda's Revenge: Star Tropics II.

Volume 58 (Mar. '94): NBA Jam, Wolfenstein 3-D, Super R-Type III, Metal Marines, The Flintstones: The Treasure of Sierra Madrock, Wario Land: Super Mario Land 3, Zoda's Revenge: Star Tropics II (Part 2).

Volume 59 (Apr. '94): Ken Griffey Jr. Presents MLB, Star Trek: The Next Generation, Mickey's Ultimate Challenge, X-Kaliber 2097, Time Trax, Turn and Burn: No-Fly Zone, Pinball Dreams, Super Pinball, Super Metroid Preview, Prehistorik Man, Walt Disney's The Jungle Book (NES)

Volume 60 (May '94): Super Metroid, The King of Dragons, Joe and Mac 2 (Super NES), The Jetsons: Invasion of the Planet Pirates, The Sports Scene, Spectre, Knights of the Round, Solitaire Funpak, Black Bass Lure Fishing, Bonk's Adventure.

Volume 61 (June '94): Disney's Beauty and the Beast, FireStriker, Clay Fighter: Tournament Edition, Spike McFang, SlamMasters, Fatal Fury 2, A.S.P. Air Strike Patrol, Super Loopz, Illusion of Gaia (preview), Donkey Kong (Game Boy), Monster Max, Stop That Roach.

Volume 62 (July '94):: Super Street Fighter II, Breath of Fire, Disney's The Jungle Book, Liberty or Death, Tetris 2, Double Dragon V, Tarzan (Game Boy), Disney's The Jungle Book (Game Boy), Space Invaders, Jeopardy Sports!

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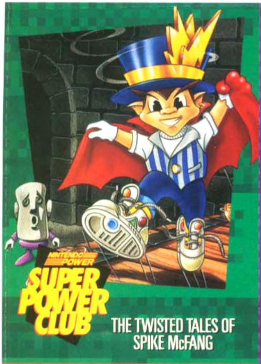
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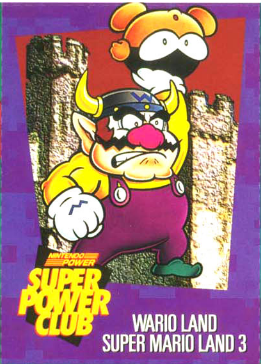
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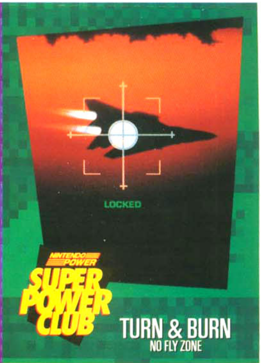
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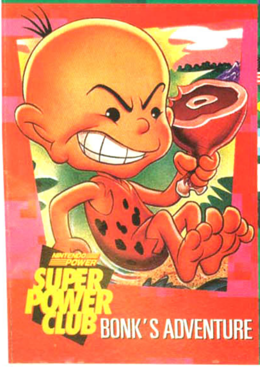
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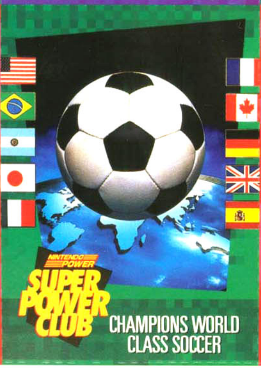
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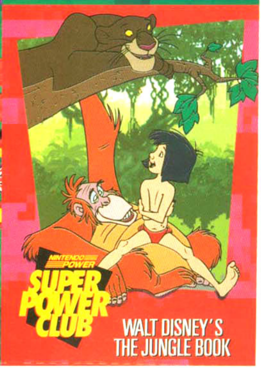
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POWER CHALLENGE TRADING CARDS

POWER CARD #118

TURN & BURN™ NO FLY ZONE

DESCRIPTION *MIGs are coming in fast and armed to the teeth! All alone and flying the F-14 Tomcat, it is up to you to finish them off. All you have are missiles, guns, and your cat-like reflexes. This is as close to flying in combat as you can get without leaving your living room!*

CHALLENGE *Can you complete the following missions without using any missiles?*

Novice:	*GSZWBFPT*
Intermediate:	*RRHCZJVM*
Pro:	*PDTBCZNJ*

SYSTEM: *Super NES*
GAME TYPE: *Flying Action*
# OF PLAYERS: *2*
RELEASED: *3/94*
COMPANY: *Absolute*

™ & © 1993 Absolute Entertainment, Inc.

POWER CARD #129

WARIO LAND® SUPER MARIO LAND 3®

DESCRIPTION *Wario's back and he wants a castle of his own! All he needs is money, and lots of it. He's getting it the old fashioned way, swiping it from pirates! Work through forty levels and get as much money and treasure as you can to buy the best castle in the world.*

CHALLENGE *How much treasure can you collect when you finish the game?*

Novice:	*10 Treasures*
Intermediate:	*15 Treasures*
Pro:	*20 Treasures*

SYSTEM: *Game Boy*
GAME TYPE: *Action/Adventure*
# OF PLAYERS: *1*
RELEASED: *3/94*
COMPANY: *Nintendo*

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POWER CARD #131

THE TWISTED TALES OF SPIKE McFANG™

DESCRIPTION *Young Spike McFangs' home has been taken over by the evil Von Hesler. It is up to Spike to wrestle control of Vladamasco from him and return peace to the land. Armed with a flying hat and a deck of cards, Spike must defeat all eleven levels and rescue his country!*

CHALLENGE *Using only the Spinning Hat can you defeat:*

Novice:	*Felina in Castle Dracuman*
Intermediate:	*Croc in the Kalala Desert Pyramid*
Pro:	*The Freezer in the Ice Palace*

SYSTEM: *Super NES*
GAME TYPE: *RPG*
# OF PLAYERS: *1*
RELEASED: *5/94*
COMPANY: *Bullet-Proof Software*

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POWER CARD #136

WALT DISNEY'S THE JUNGLE BOOK™

DESCRIPTION *Mowgli's at the age when it's time for him to return to the "man village." You must guide him past Kaa the snake, King Louie and other jungle dwellers trying to stop your quest. You must find jewels in each area with only bananas, boomerangs & rocks as your weapons!*

CHALLENGE *Using only one Mowgli, how many levels can you finish?*

Novice:	*Level 2*
Intermediate:	*Level 4*
Pro:	*Level 8*

SYSTEM: *NES*
GAME TYPE: *Comic Action*
# OF PLAYERS: *1*
RELEASED: *6/94*
COMPANY: *Virgin Games*

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POWER CARD #137

CHAMPIONS WORLD CLASS SOCCER™

DESCRIPTION *The thrill of competing on a world class level and you don't have to worry about grass stains! Choose from among 32 countries around the world and try to win the championship. From the all-powerful Germans down to the Australian squad, the best teams are represented here.*

CHALLENGE *What is the largest margin of victory you can achieve?*

Novice:	*Using Germany, win by 12 goals*
Intermediate:	*Using Cameroon, win by 10 goals*
Pro:	*Using USA, win by 10 goals*

SYSTEM: *Super NES*
GAME TYPE: *Soccer*
# OF PLAYERS: *2*
RELEASED: *5/94*
COMPANY: *Acclaim*

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POWER CARD #127

BONK'S ADVENTURE™

DESCRIPTION *The boy with the head of stone has returned! You must search through dangerous Dinosaur Land to rescue the Moon Princess from King Drool. There are bad guys everywhere who want to knock heads with Bonk, so remember that his head is the best weapon you have.*

CHALLENGE *How many faces can you finish Level One with?*

Novice:	*7*
Intermediate:	*12*
Pro:	*20*

SYSTEM: *NES*
GAME TYPE: *Action*
# OF PLAYERS: *2*
RELEASED: *4/94*
COMPANY: *Hudson Soft*

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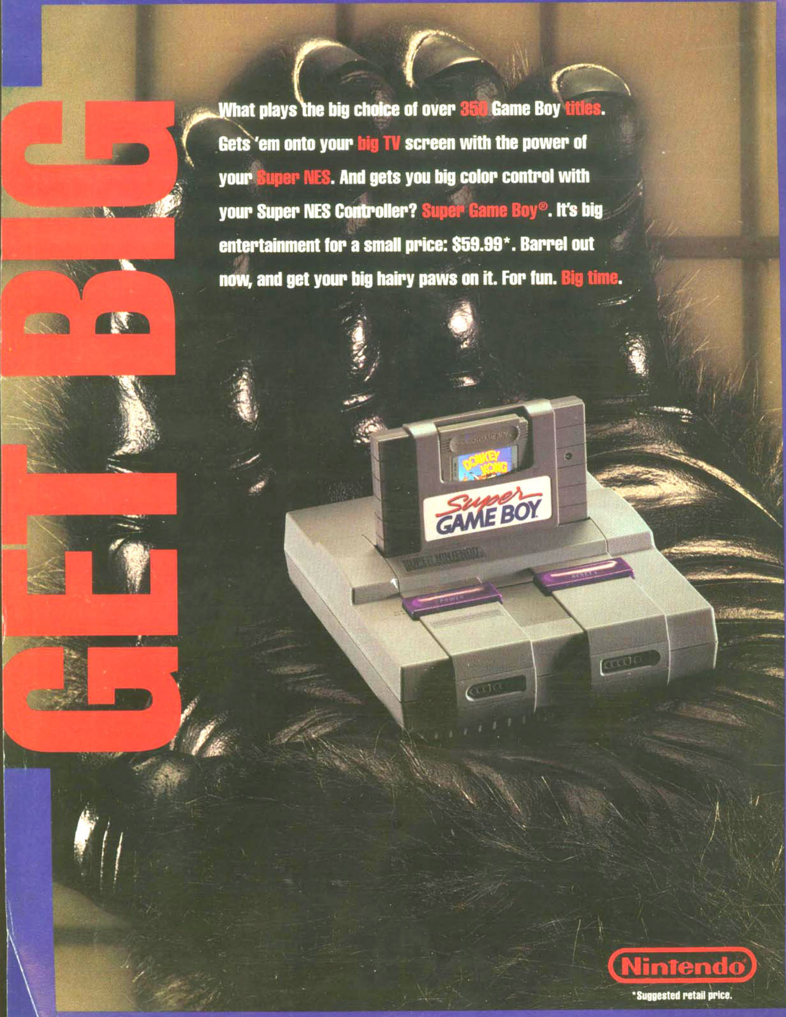
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